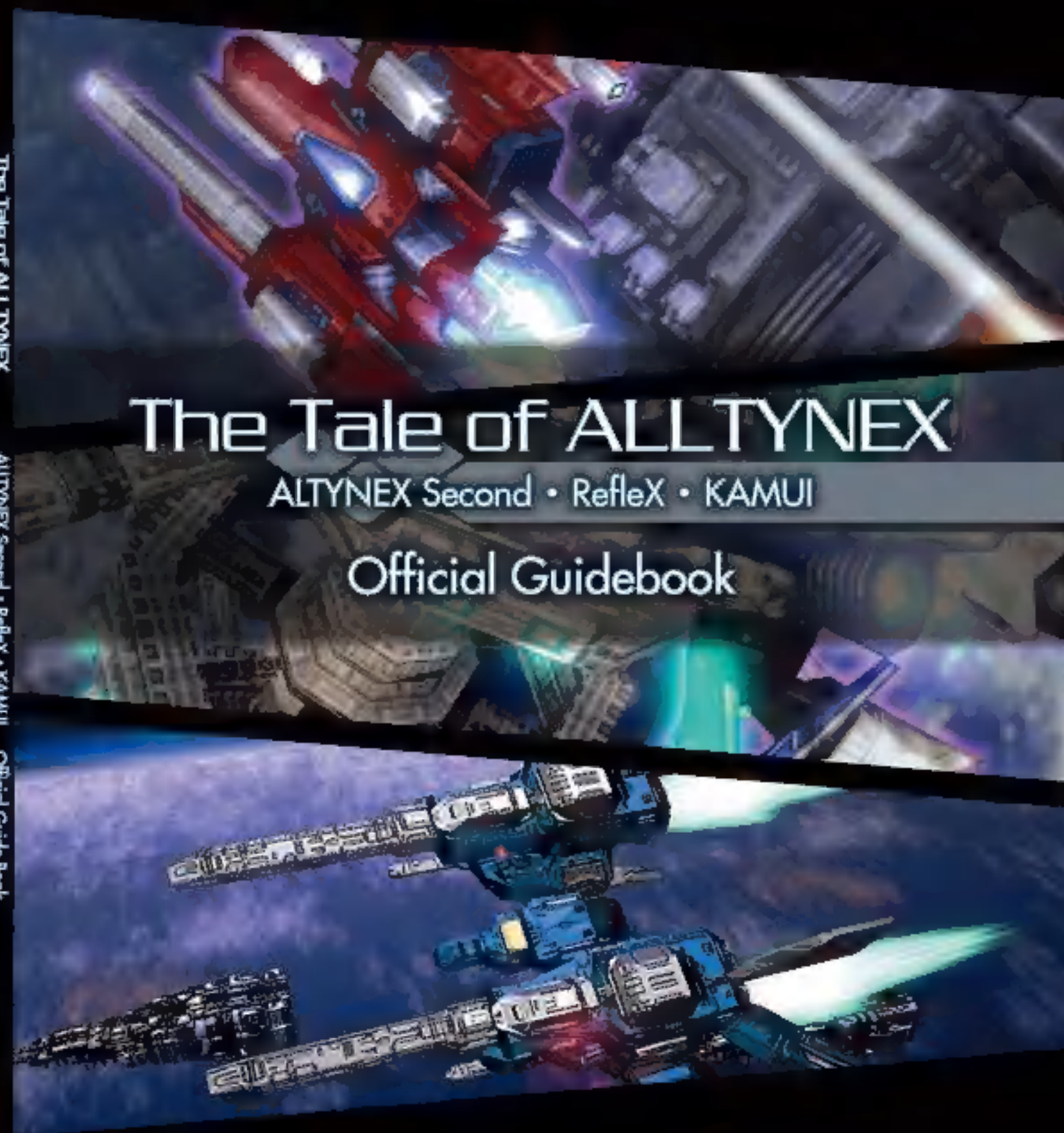


SITER SKAIN
since 1999.

The Tale of ALLTYNEX

ALLTYNEX Second • RefleX • KAMUI

Official Guide Book



The Tale of ALLTYNEX

ALTYNEX Second • Reflex • KAMUI

Official Guidebook

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CHRONOLOGY

Historical Timeline

2108 AD

The Earth Unification Government is founded. Special Administrative Area Aeneas is completed. The ALLTYNEX Plan is initiated.

2176 AD

The development of large-propulsion engines heralds a second Age of Discovery.

2180 AD

The stellar-class all-purpose administrative computer ALLTYNEX is completed.

2192 AD

ALLTYNEX goes out of control. The ALLTYNEX War begins.

2232 AD

The Earth Unification Government begins its plan to retake Earth. The ALLTYNEX War ends.

2233 AD

The New Earth Unification Government is founded. Many smaller nations are also established.
New religious cults rise to prominence.

2441 AD

Xaffiquel Brain Fusion Theory is published.

2445 AD

As part of a worldwide security initiative, many nations combine to form the Erda Union.
A new calendar is created, to which adherence is mandatory. They forcefully change the calendar over to a new calendar ("NC").

During the latter half of the 22nd century, economists predict a worldwide depression. Some claim that a shortage of natural resources could see advanced nations reduced to third-world levels. To avoid this, the first world begins the New City Project toward the end of the 21st century, which would facilitate economic control on a planetary level. After being promised a full share of space resources for the next century, the hold-out nations agree to sign the treaty. This is the birth of the Special Administrative City Aeneas.

To ensure fair governance and economic management, it was decided that an advanced A.I. would govern Aeneas rather than humans. This was the inception of the ALLTYNEX Plan.

The number of people missing or deceased as a result of the ALLTYNEX Rampage Incident is estimated at approximately 7.6 billion.

After retaking Earth, the Earth Unification Government decides to place all humanity within its control. This would have resulted in the birth of a dystopia. However, ethnic groups around the globe establish their own nations earlier than anticipated and the plan ends in failure. Simultaneously, many new religions rose to prominence.

Two hundred years pass without centralized rule. Wars between nations are a constant fact of life. During this period, the Unification Government again attempts to put humanity under its control, but their attempts end in failure, and the world situation grows more precarious.

New Calendar 0

The Erda Union creates the Global Unified Army as a peacekeeping force.

NC 0002

The Global Unified Army begins to oppress smaller nations and minor ethnic groups, as well as religious organizations. Many smaller countries begin to merge.

NC 0020

The resistance organization Valkyness is founded, using the Gehenna Church as a front.

NC 0021

Professor Guehala Dennis resigns from the Global Unified Army to join Valkyness.

NC 0022

Valkyness officially declares war on the Erda Union.

NC 0024

Operation Reflex begins. That same year, the Raiwat Army attacks.

NC 0025

The Rasterson Treaty is signed, ending the war. The Erda Union, Global Unified Army, and Valkyness are all disbanded.

NC 0028

The war among the ZODIACs destroys civilization. For all intents and purposes, this marks the end of the New Year era.

Year Unknown

For the first time in several millennia, the Mechanized Temple detects combat within its monitoring zones. Its autonomous retaliation systems activate KAMUI #2.

The New Earth Unification Government abandons any attempt to resolve the issues through negotiation, enforces rule by military power. Some countries join willingly, while others are compelled through the use of military power. Through this, the Erda Union and its vast military resources are born.

The Global Unified Army, with the Erda Union's permission, begins to oppress and invade smaller nations.

Details of the origin of Valkyness and its backers, the Gehenna Church, are unknown. Some believe "Valkyness" to be a collective term for the guerilla groups that formed within subjugated nations and ethnic groups. One year before it declares war on the Erda Union, Valkyness is recognized as a major power.

It is believed that the Global Unified Army had knowledge of the Raiwat attack before it occurred.

As the Raiwat invasion continues, battles between energy-winged craft called ZODIACs reduce Earth to scorched earth. The humans who survive until the battles end are left with little more than piles of slag and debris.

CHARACTERS

An introduction to the major characters of The Tale of ALLTYNEX.



◆ Guehala Dennis (Professor Dennis)

An ace pilot who fought in the ALLTYNEX War, and the hero that destroyed ALLTYNEX. After the destruction of ALLTYNEX, his craft's signal disappeared, and he was declared MIA. Records show he was 25 at the time of his death. He demonstrated talent as a pilot from an early age, but claimed that, if he had been born in another time, he would have liked to become a research scientist.

Although he was declared MIA, in truth, he was surrounded by a mysterious light and propelled two hundred years into the future after his fight with Satariel. To find the truth behind the ALLTYNEX War, he joined the Global Unified Army. The information he uncovered gave him new purpose in life: revenge.

Guehala later joined Valkyness as chief scientist and strategist. He was killed while aboard the carrier Ophiuchus, which was shot down by Global Unified Army forces. He was 63 when he died.



◆ Spica Astrea

A 24-year-old soldier in the Global Unified Army who pilots one of the Army's twelve "Virgo" weapons. She graduated officer's school at the top of her class. She displays superior leadership abilities and is an outstanding pilot. Leads from the front and is always to first to engage the enemy.

When the arrival of Raiwat forces threw the battle between the Global Unified Army and Valkyness into chaos, she lost her Virgo. Having managed to barely survive, she joined the Gehenna Church after the Global Unified Army was disbanded.

Spica survived to the end of the war, but even she could not say if that was a blessing or a curse.



◆ Tsukikagerou

The 45 year old commander of the Raiwat Drone Army under the Counter Ophiuchus Unit. He was ordered by the Raiwat High Command to engage the ZODIAC Ophiuchus, but never specifically to destroy it. Instead, the twelve ZODIAC weapons were placed under his command and he was assigned to a mission that centered around field observation by a Surveillance Unit. Although the true intentions of Command were never disclosed to him, he was entrusted to deal with the Earth military and the Yuda Clan.

When the Ophiuchus Core's awakening destroyed ZODIAC Virgo, he realized that the plan would end in failure. However, his reports to High Command were rejected and he was ordered to continue with the mission. At the order of Command, he deployed all the ZODIACs into battle, but he never did learn the significance of these events.

◆Xaffiquel De Alice

A genius who earned his doctorate at a young age and discovered the fundamental principles of Brain Fusion Theory. Xaffiquel published many papers, but gradually, their contents perverted into madness.

After his publication of Brain Fusion Theory, public opinion turned against him, and he was banished from the scientific community. However, he was secretly recruited by a research organization that belonged to a nation called Addis. There, massive resources were funneled toward advancing research into Brain Fusion Fusion.

In his final years, after learning that his daughter, Panaffil, had been enlisted as a test subject for Brain Fusion Theory experiments, he went mad with grief. In his insanity, he performed the Brain Fusion procedure first upon her and then upon himself. Xaffiquel was 54 years old when, as the Adjudicator, he fell into slumber at the Mechanized Temple.



◆Panaffil De Alice

The only daughter of Xaffiquel de Alice, her powerful psychic abilities made her an ideal test subject for Brain Fusion experiments. Of all the experimental subjects, she was the only one whose mind retained consciousness, and several thousand years after the experiment, she awoke.

She was 12 years old when she became a test subject.



ALLTYNEX Second
—アルティネクスセカンド—

ALLTYNEX Second

The stage is the Solar System, during the war which began in 2192 and ended in 2232. Around 2180, humanity embarked upon a race against time to expand beyond its own star system. But this Second Age of Discovery came to a swift end when the Earth's resource depletion and population expansion did not reach crisis levels as had been predicted. Communication with the many ships that had left the Solar System was lost, and as a result, humanity's reach never extended beyond its own star system.

STORY

THE TALE OF ALLTYNEX

■ The Truth ■

The Ophiuchus Core: one of thirteen apocalyptic living devices, the ZODIACS. When the Yuda Clan arrived on Earth millenia ago, they used the power of the Ophiuchus Core to create human society upon this new frontier.

To prepare against anticipated attack by the Raiwat forces, the Senate, which was composed of the Yuda Clan's ideological descendants, decided to set in motion a dangerous plan to awaken the Ophiuchus Core.

The ALLTYNEX Incident was no accident, but a deliberate attempt to awaken the Ophiuchus Core on a level at which it could still be controlled.

Anticipating that the Earth's large and diverse population would present a hurdle toward creating global unification, the Senate programmed ALLTYNEX to thin out the population.

Awakening the Ophiuchus Core required vast amounts of energy and processing capabilities, far in excess of those that the core possessed. To obtain these, the Senate used the core to link ALLTYNEX to its duplicates in other, parallel universes.

Of the eighteen parallel Earths that they discovered, seven contained ALLTYNEX duplicates. The linkage was successful, and ALLTYNEX designated itself Unit #2. By connecting to the other seven ALLTYNEXes, it was able to create a semi-perpetual motion loop. The remaining eleven Earths, in which ALLTYNEX did not exist, were designated 'Qliphoth' and the connections to those worlds were closed.

■ Rampage ■

AD 2192. The Satariel System programmed into the ALLTYNEX unit activated, awakening the Ophiuchus Core. Everything went as planned: they were able to connect to the parallel Earths, and the core began to siphon large amounts of the energy from them. The Senate forecast that it would take about forty years for their plan to reach completion. As complete control of the Ophiuchus Core would be impossible during those forty years, the Senate and a small percentage of other humans left Earth.

At the same time, ALLTYNEX, powered by the core's energy, activated its program of mass murder. ALLTYNEX was never truly "out of control," but simply acted in accordance with its programming. As the Senate's plan was never to completely exterminate humanity, a number of people were deliberately allowed to escape the Earth.

Forty years later, the Senate began its plan to recover ALLTYNEX and the Ophiuchus Core. The Ophiuchus Core should have deactivated after 40 years had passed, but the core had freed ALLTYNEX from its original programming and ALLTYNEX was now under the control of the core. The Senate had considered this risk from the beginning, but this situation exceeded their worst case scenario.

A frontal assault would clearly be hopeless, given the difference in military resources. The strategy that the Senate devised, therefore, was to penetrate their fleet as deeply as possible into the enemy defenses, then dispatch all available fighter craft in suicide runs upon ALLTYNEX.

Many lives were lost for what most of humanity thought was a noble cause. This was, however, simply another factor for which that the Senate had allowed.

■ Teleportation ■

After ALLTYNEX's destruction, a mysterious, glowing object appeared and summoned a powerful weapon called Satariel. As Pilot Guehala Dennis defeated this being that was clad in wings of light, he was blinded by an intense light emitted by the Ophiuchus Core and he lost consciousness.

Enveloped in the light, Guehala had a strange dream. In his dream, Guehala was Saint Yuda. As Saint Yuda he bio-dived into the thirteenth ZODIAC - the Ophiuchus Core - in order to destroy the other twelve ZODIACs. Guehala was reliving the memories of this saint who had merged with the Core.

■ The Skein of Fate ■

When he woke, he was on Earth, two hundred years after the ALLTYNEX War had ended. In this unfamiliar world, he found his name on a list of ALLTYNEX War casualties. To attempt to make sense of this incomprehensible situation, Guehala resolved to find the truth behind the events that had occurred.

The year was NC 0024. By this time, Guehala was a scientist and an old man, working with the resistance organization Valkyness against the Erda Union. But his heart was filled with rage. Guehala had joined and spent many years working with the Global Unified Army, but the truth he discovered there had incited deep hatred within him. What was the point of the war they had fought and which had cost so many lives? His parents, his friends, his lover... Was this insane world the only result of all those sacrifices? The Descendants of Yuda... the Global Unified Army was simply the Senate by another name, and he would make them pay.

Guehala Dennis equipped the general-purpose fighter craft Phoenix with the Ophiuchus Core, entrusting it to end the war he had been fighting his entire life.

GAME SYSTEM

An explanation of the ALLTYNEX game system.

■ Game System

In ALLTYNEX, you fight by constantly switching between Fighter and Armor Modes. Each mode has its own normal and special attack, for a total of four available weapons.

■ Fighter Mode Normal Attack: Main Shot (Button 1)

Shift to Fighter Mode (movement speed: fast) and fire your main gun. The energy gauge is linked to shot levels. When the gauge is lower than one bar, your shot will be at level 1, and when it has more than four, it will be at level 5, the strongest available. Repeat shots are fired automatically by holding down the button.

| Power Level | Left | Center | Right |
|-------------|------|--------|-------|
| 1 | -- | 12 -- | 12 -- |
| 2 | 05 | 12 -- | 12 05 |
| 3 | 05 | 13 -- | 13 05 |
| 4 | 05 | 13 04 | 13 05 |
| 5 | 06 | 14 05 | 14 06 |

■ Simultaneous Shot Limit

The number of shots fired by your main gun that can appear on the screen at once is limited. The limit is 20 shots at a single time. For this reason, when your shot level is low, it is entirely possible to fire endlessly from the lower part of the screen, but as the level increases, you must move closer to the top or temporarily run out of ammo.

■ Other

Any shot that hits a destructible enemy yields points (10 points per hit).

■ Armor Mode Normal Attack: Blade (Button 2)

Shift to Armor Mode (movement speed: slow) and perform a close-range attack with the Blade. In Armor Mode, your craft will automatically lock on to the nearest medium- or large-sized enemy. The Blade's power is constant, regardless of energy level. The Blade can also destroy normal enemy attacks. Note that this ONLY applies to bullets and normal attacks, as laser attacks will be unaffected. As long as the button is pressed, the Blade will automatically swing, but after three swings, an opening will appear in your defenses.

- Power: 70. The Blade inflicts damage for the duration of time that it is in contact with the enemy, making it an extraordinarily powerful weapon.

■ Special Attack (Button 1 plus Button 2, or Button 3)

Deplete the energy gauge to launch a special attack. Fighter and Armor Modes both have their own special attacks.

■ Fighter Special Attack: Homing Laser

Fires a laser that automatically homes in on the enemy. The laser locks on and homes in on the enemy closest to its edge, along the X-axis. If no enemy is found, it will advance straight forward until it finds one. Should it lose track of an enemy for any reason, it will search for the next, using the same algorithm.

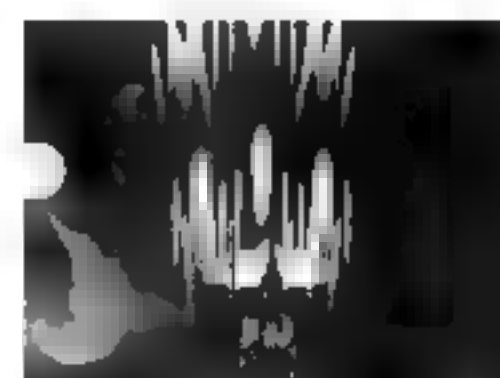
A laser will penetrate an enemy for a maximum of three frames. After that, it no longer inflicts damage. The longer it is onscreen, the more the frames it penetrates will decrease.

- Power: 16
- Energy Depletion: 500

■ Armor Special Attack: Buster Rifle

Fires a Buster Rifle in the direction the unit is facing. Immediately upon firing, it will destroy any enemy bullets in your craft's vicinity. Also, the recoil from firing will knock back your craft a little. The Buster Rifle can destroy enemy bullets, though it will not penetrate an enemy, and if it strikes a craft, it deals no damage to any behind it.

- Power: 48. Deals damage each frame, making it extremely powerful.
- Energy Depletion: 100. As this amount is applied per frame, it drains quickly.



■ Energy Gauge

Each bar on the energy gauge represents a maximum value of 65,535. When this value is exceeded, the shot level rises, and the gauge returns to zero. The gauge will recover at the following rates.

■ Recovery Rates: Easy Difficulty: 10, Normal: 8, Hard: 6

■ Energy Chips

The only items in this game are energy chips, which restore the energy gauge at a fixed rate. There are large and small ones, and their effects are described below.

■ Energy Chips (Large)

When an enemy is destroyed, these will appear. Smaller enemies drop one, while medium-sized enemies drop eight or more. In Fighter Mode, your ship automatically recovers them, but in Armor Mode, they will gradually fall off the screen.

■ Recovery Amount: 100

■ Energy Chips (Small)

These appear when the Blade destroys enemy bullets. They are automatically recovered, regardless of mode.

■ Recovery Amount: 10

■ Score System

This game has two types of bonus systems.

■ Combo Bonuses

A Combo Bonus is awarded for destroying multiple enemies in Fighter Mode (with either Homing Laser or main gun) within 6 seconds or less. The bonus begins with 200 points after four enemies, then increases per every two destroyed at intervals of 400, 800, 1600, 3200, 6400, 12,800, 25,600, 25,600, and so on, with 25,600 points being the maximum. If another enemy is not destroyed within .6 seconds, the combo count will reset.

■ Multiplier Bonus

In Armor Mode, destroying an enemy (with either Blade or Buster Rifle) will award points using a multiplier determined by their base score. The multiplier increases as the Combo Bonus does. It starts at 2, up to a maximum of 16. As time passes, the bonus gradually decreases.

■ Movement Speed

Movement Speed varies, depending on whether you're in Fighter Mode, Armor Mode, or switching between them. Values are listed below.

■ Movement Speed (Comparative)

Fighter Mode: 1.6

Transforming: 1.0

Armor Mode: 0.7

■ Extra Life System

Extra lives are granted upon achieving the following scores:

■ First Extra: 3 million points

■ Additional Extra: every 5 million points

■ Type-B Craft

• Fighter Mode's special weapon is now the Buster Beam (front only), which is functionally identical to the Buster Rifle.

• Armor Mode no longer locks on to large and medium enemies.

• Armor Mode's Blade is no longer automatic, but manual. Also, its hit radius is moderately reduced.

• Armor Mode's special weapon is now the Spread Missile, which can destroy enemy bullets.

Spread Missile Power: 16 (every frame)

■ Return Shot Mode

Return Shot Mode is not available at the start of the game. It is unlocked by beating the game on hard difficulty (continues are allowed). Here are the rules for Return Shot Mode:

■ When a small enemy is destroyed:

Two bullets of different speeds are fired at your current position.

■ When a large enemy is destroyed:

Bullets are fired that move outward in 8 directions.

AREA INFORMATION

These are the five areas of ALLTYNEX Second.

Area Information

Area 01

Make an Assault on Enemy

Humanity's last remaining fleet engages ALLTYNEX's unmanned fleet near Jupiter.
To avoid a protracted battle, all fighter craft are launched.

Guardian Soldier Asiel

A powerful enemy closed in from the rear. It was the mass-produced fighter Asiel which commanded the enemy company.

Area 02

Attack the Zoldyzt base

The colossal fortress, Zoldyzt, sits in satellite orbit over Earth. Its main cannon, the Omega Javelin, is strong enough to instantly destroy the human fleet.
It must be destroyed at any cost.

Guardian Soldier Adoni

This mobile weapon appeared from the wreckage of the Zoldyzt base, changing forms repeatedly while using the remains of the base to attack.

Area 03

The Biting, Cold Wind

After eliminating the threat posed by the satellite base, Guehala descends to Earth. The first blue sky he has ever seen is cold and filled with heartless weapons.

Guardian Soldier Ajattara

A sudden attack from above. A massive land carrier, named after a demon of the forests, crushed everything below.

Area 04

Last Line of Defense

Beneath it lies the path to the stellar-class all-purpose administrative computer ALLTYNEX. The city looks just as it did forty years ago. But not a single living creature was within.

Guardian Soldier Alacran

A weapon, resembling a gigantic scorpion, that defended the path to ALLTYNEX.

Final Area

Aggressive Attack

Having successfully penetrated the underground levels, Guehala heads through a tunnel to confront ALLTYNEX. But at the end of the tunnel he encounters an unidentified, 4-legged enemy craft.

Mother Brain ALLTYNEX

At last, he encountered the Mother Brain. ALLTYNEX's self-defense systems activate to eliminate the intruder.

Visitor from Qliphoth Satariel

After the mission is accomplished, the core glows brightly and begins to levitate. A final battle against a strange enemy from another dimension ensues.

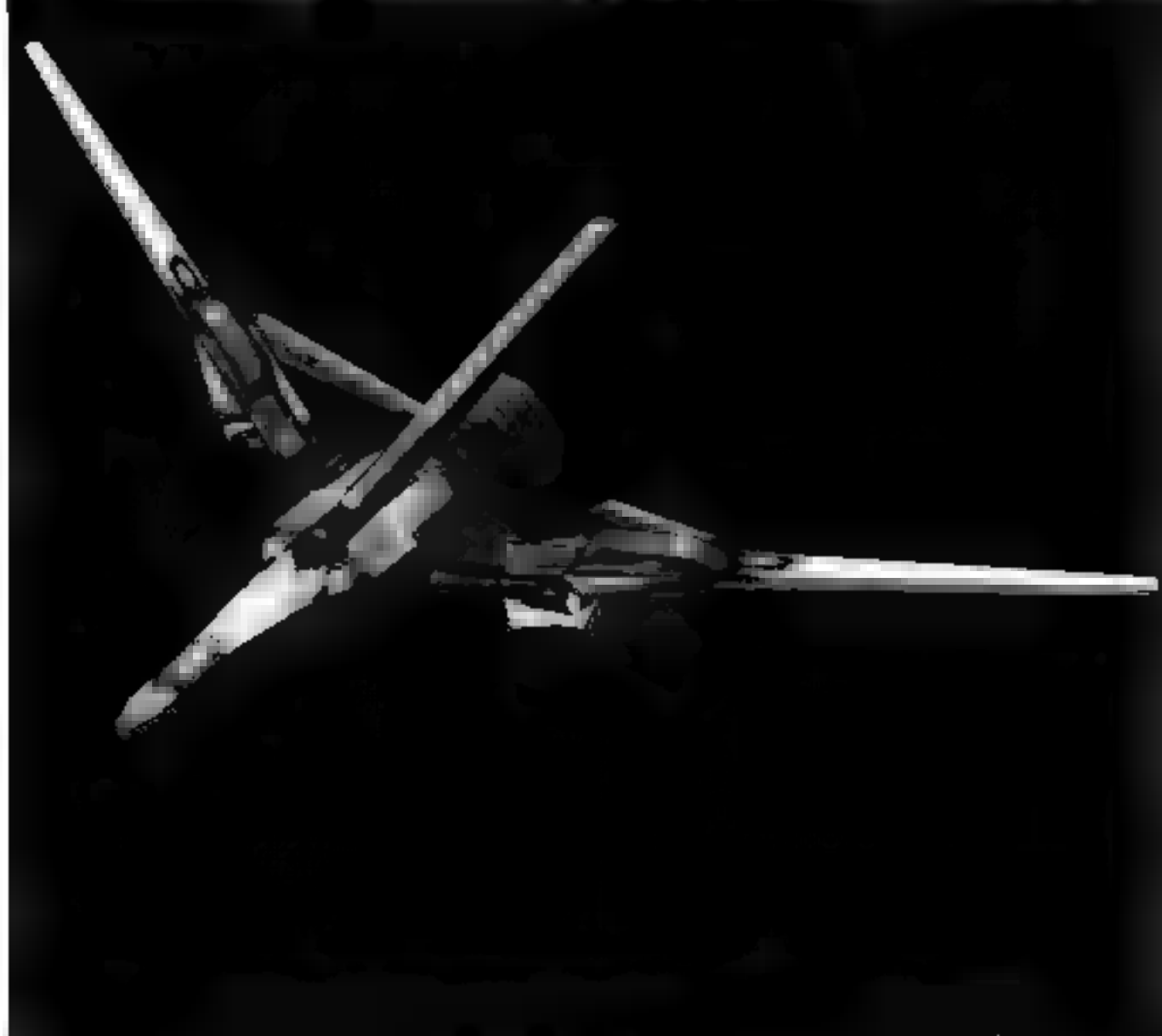
Dennis survives, but disappears in a blast of light.

MECHA

This is an introduction to the main weapons that appear in the world of ALLTYNEX Second.

Mecha

◆ Tactical Mecha Craft Armored Saboteur



A variable fighter craft intended for melee combat. Its cutting-edge design allows it to fight in any environment. Fundamental research for it was performed forty years earlier, but ALLTYNEX, in its capacity as an administrative system, halted its development. For the plan to retake Earth, one hundred and eight were newly produced. While this may seem like a lot, some were made from scrap that happened to be at hand.

Its hull is highly heat resistant to allow it to penetrate Earth's atmosphere, but durability in other areas was not prioritized. Its surface armor is relatively thin, and given the low projected pilot survival rate for this mission, ■ pilot-ejection system was omitted to reduce costs.

Extensive training is required to bring out the full potential of this craft.

◆ Guardian Swirl Asiel

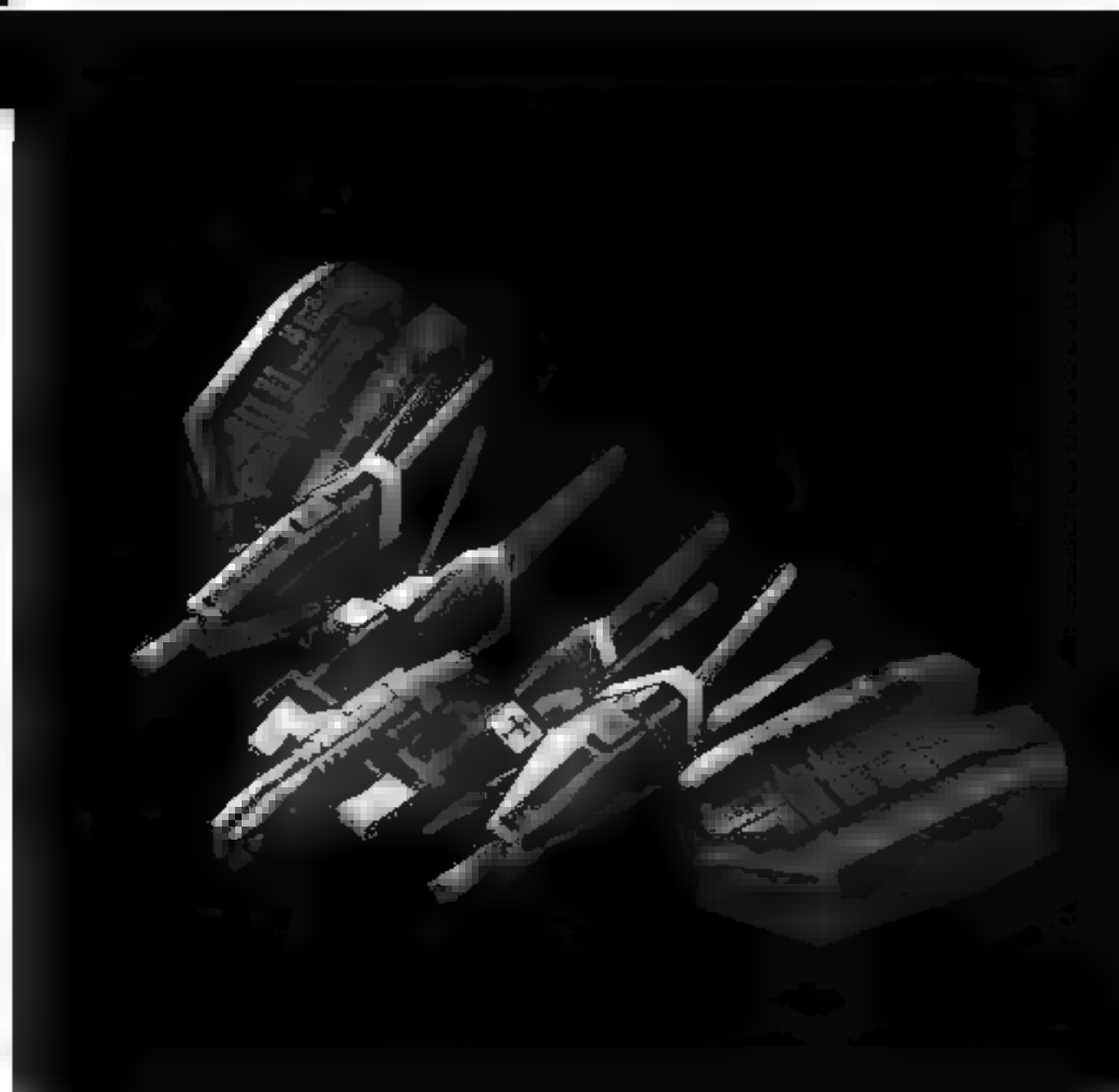
Area: 01

A high-ranking machine under ALLTYNEX's control, that has been granted independent thought and autonomy. The highest level of the Aselia-type class, it bears the title "el," meaning "angel." It can switch between flight and fighter modes, and boasts a long-range Buster Cannon.

Despite being a large unit, it is classified as a fighter craft. Its boosters can also be used as physical shields. While it is highly mobile, none of its weapons other than the Buster Cannon are particularly powerful.

It cannot fly for long without resupplying, and is often carried to combat zones by a special transport craft.

Asiel arrives in formation with the mid-sized craft that are under its command.

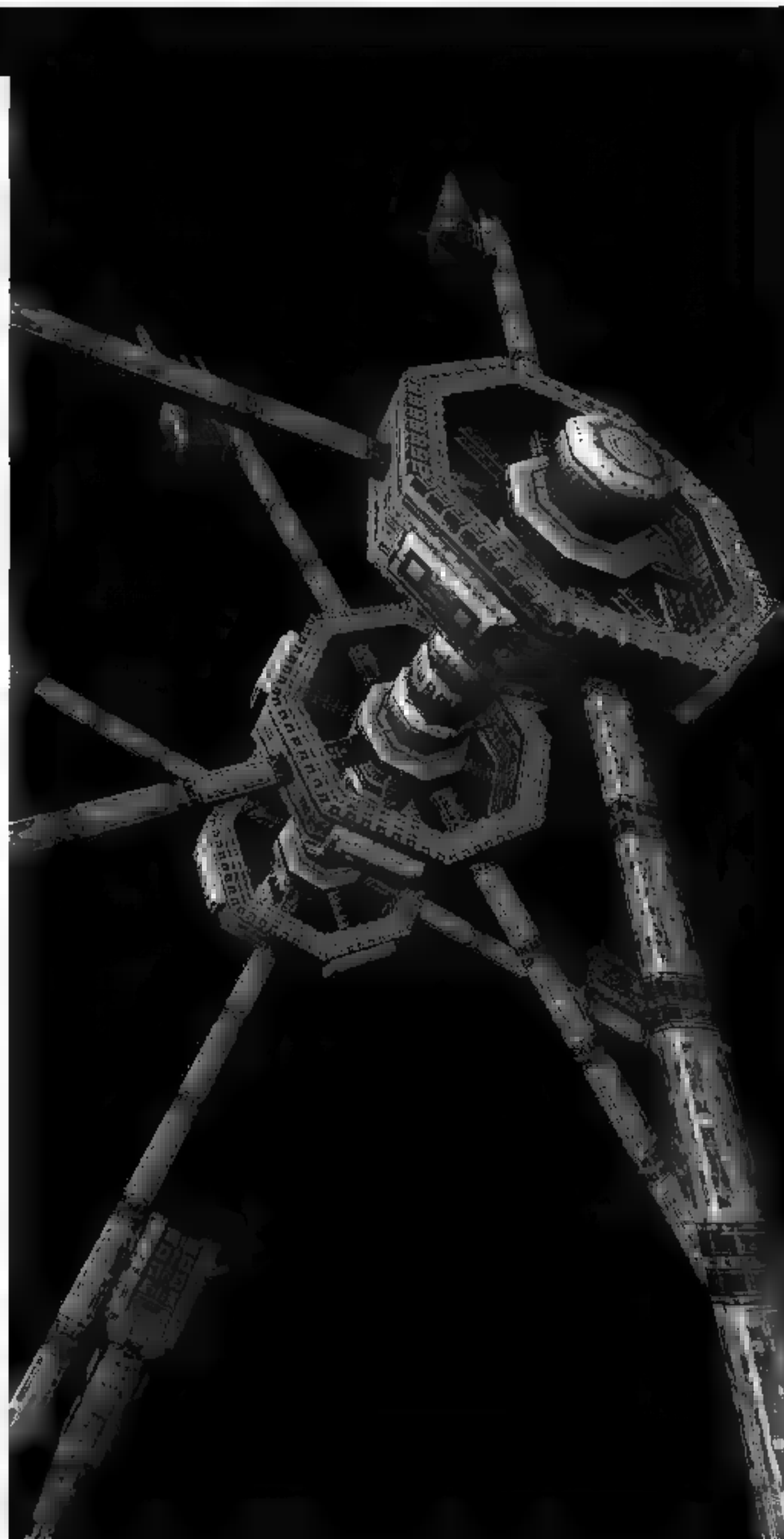


◆ Mobile Fortress Zoldyent

Area: 02

The satellite fortress in Area 02. It stands 2.4 kilometers tall. Built over forty years ago, it was originally a space station, but has been modified into a military fortress. It also functions as a battleship supply dock, and can dock up to twelve ships at a time. In addition to its formidable weaponry, the station's lower part has a hangar to house large ships.

At the edge of its center frame is the Omega Javelin, a particle beam cannon that it uses as a long-distance weapon. The Omega Javelin uses a series of reflector satellites stationed around Earth that can fire at any angle, with zero blind spots.



◆ Guardian Swift Adoni

Area: 02

A high-ranking machine under ALLTYNEX's control, that has been granted independent thought and autonomy.

It was stored in sleep mode inside Zoldyent, but escapes and enters combat mode after Zoldyent is destroyed.

The left and right shields are detachable, and it recovers shattered fragments of its base, embeds them with control circuitry, and uses them as weapons.

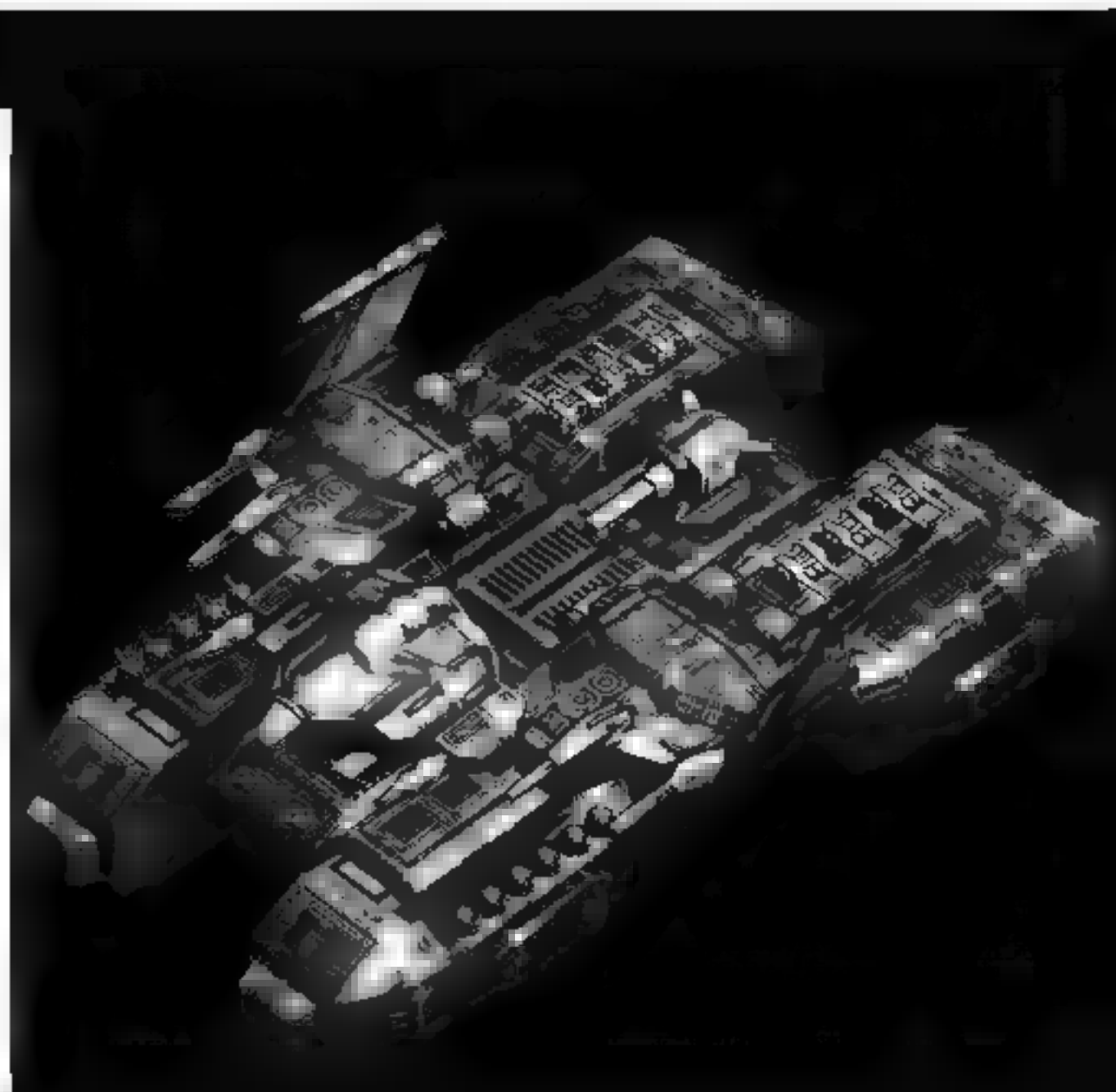


◆ Guardian Soldier Ajattara

Area: 03

A high-ranking machine under ALLTYNEX's control, that has been granted independent thought and autonomy. The base acts as a land-based carrier, while the higher part contains the Ajattara unit itself. The torso contains multiple fighters, and the surface is equipped with AA guns. The main gun is a beam weapon with a high angle of fire, meant for long-range use against larger ships. Any enemies that cannot be targeted by gun are attacked with surface-to-air missiles.

With the upper part detached, its weapons allow it to attack in any direction. It also contains many additional cannon turrets inside. While it has overwhelming firepower, the Ajattara unit itself is less mobile than the other bosses. Both the base and Ajattara units are capable of operating independently from each other.



◆ Guardian Soldier Alacorn

Area: 04

A high-ranking machine under ALLTYNEX's control, that has been granted independent thought and autonomy.

With its two large arms and strange, transforming unit, this special craft serves as ALLTYNEX's personal aide, and even possesses a sense of pain. The arms are also buster beam weapons, which can be combined, dramatically increasing firepower. The arm joints themselves also split off, functioning as independent parts.

After transformation, the arm positions are fixed. While its mobility increases compared to its normal form, its firepower is reduced.

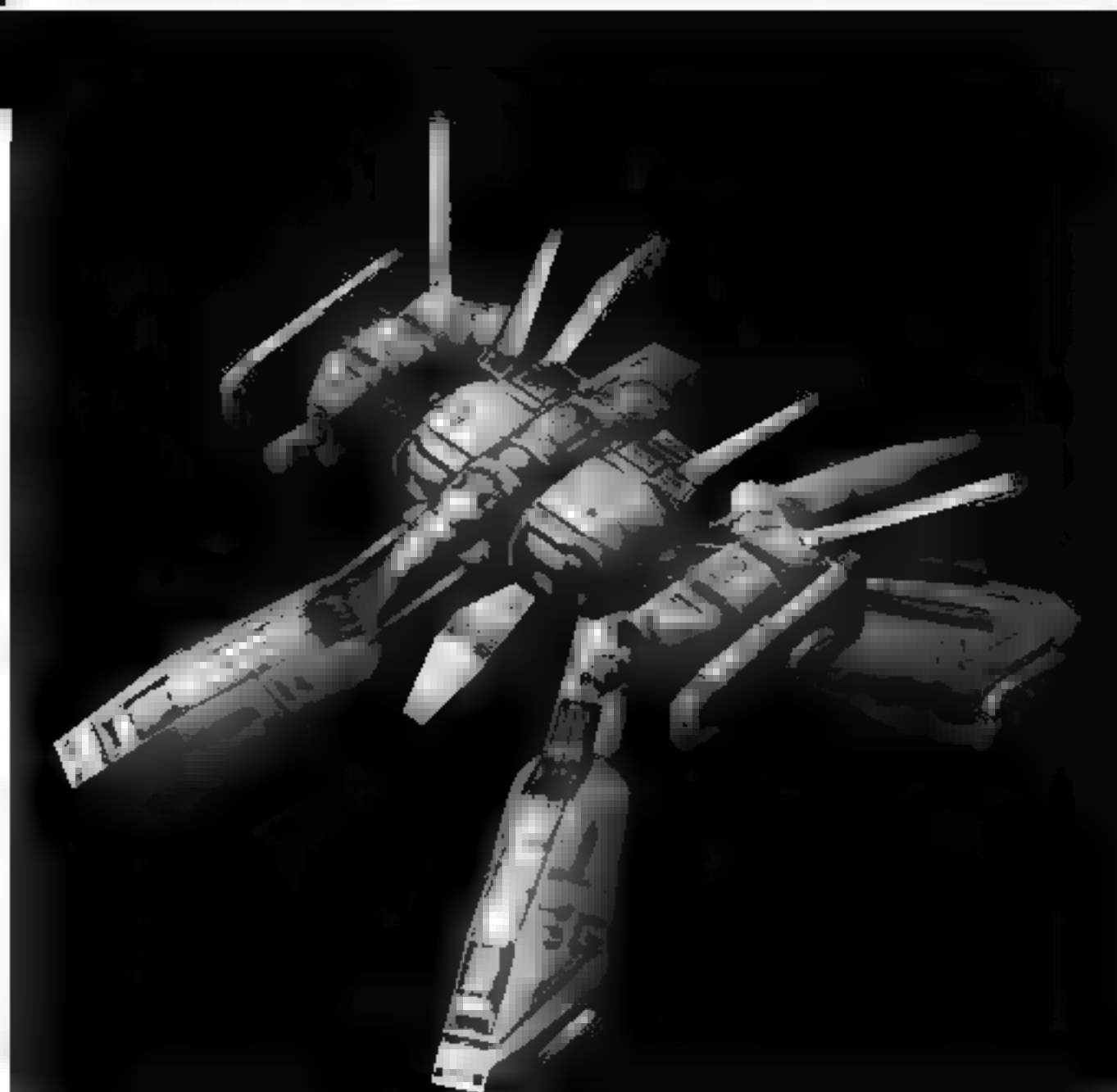


◆ ZODIAC Ophiuchus Husk

Area: 05

The ZODIAC unit used by the Yuda Clan when they fled the Raiwait home world.

The primary component, the Ophiuchus Core, has been extracted, leaving only the husk. While its personality and weaponry are the same as in the Ophiuchus, its energy is greatly reduced, and it cannot deploy its original level of firepower.



◆ Mother Brain ALLTYNEX

Area: 05

The stellar-class all-purpose administrative computer that is equipped with an autonomous, evolving A.I. Before it went out of control, it controlled all the world's militaries and economies. It uses two NestProblem computers, with a city-administration-class ALLTYNEX OS; in an emergency, it can transfer full administrator privileges to them.

The core protrudes from the ground, but is merely a single part of a massive unit. Below Aeneas, the computer itself stretches out like a root, extending twenty kilometers at its longest point.

It is said that the Senate referred to ALLTYNEX as Unit #2.



Mecha

◆ Visitor from Qhahuch Satariel



Area: 05

The final boss. An eight-armed craft summoned by the Ophiuchus Core. Composed entirely of inorganic matter, but the Ophiuchus Core which controls it gives it glowing wings and terrifying combat abilities. When the battle begins, the wings of light are a steady green, but by the fight's end, they turn a flickering orange.

Satariel was summoned from one of the parallel dimensions in which ALLTYNEX does not exist. For this reason, its design philosophy differs fundamentally from the Earth's established norms.

GLOSSARY

Definitions and explanations of common terms in the world of ALLTYNEX Second.

◆Adoni

The Area 02 boss.
See "Adoni" in Mecha.

◆Aeneas

The most economically developed city in human history. The surface city only comprises a small portion, as a sprawling, multilevel complex lies below. Beneath that complex, circuits extend, like tree roots, from the main ALLTYNEX unit. After control of ALLTYNEX was lost, the city maintained its external appearance, while falling completely under ALLTYNEX's rule.

◆Ajattara

The Area 03 boss.
See "Ajattara" in Mecha.

◆Alacran

The Area 04 boss.
See "Alacran" in Mecha.

◆ALLTYNEX

The Area 05 boss.
See "ALLTYNEX" in Mecha.

◆ALLTYNEX OS

The operating system running the stellar-class all-purpose administrative computer ALLTYNEX. The ALLTYNEX OS is, itself, all-purpose, and was intended for use with any number of devices. However, ALLTYNEX uses a custom version, developed to disregard any form of hardware limitations.

◆ALLTYNEX War

The war between humanity and the machines, which began in AD 2192, after the stellar-class all-purpose administrative computer ALLTYNEX went out of control. As humanity had turned over all military control to the computer, it was a war in name alone; in actuality, it was a one-sided slaughter. In a mere 72 hours, 85% of the Earth's population had perished. The survivors barely escaped into outer space.

◆Armed Saboteurs

Player unit
See "Armed Saboteurs" in Mecha.

◆Asiel

The Area 01 Boss
See "Asiel" in Mecha.

◆Evil Worm

Wormlike machines loaded aboard the Zoldyazant base. Since the base itself powers them, they cannot go too far from it. The cannon on their torso can be destroyed, but the torso itself cannot. They are under ALLTYNEX's complete control, not permitted any independent action.

◆Guehala Dennis

Pilot of the player's craft.
See "Guehala Dennis" in Characters.

◆Last Fleet

A fleet composed entirely of two hundred cruisers, many of which had been retired, it is humanity's last force. In order to lower production costs, only one type of cruiser was made.

◆Ophiuchus Core

A mysterious, shining object that functioned as ALLTYNEX's core. Its structure, materials, and form are unknown. One of the "Uncertain Factors" the Yuda Clan brought to Earth in the distant past. It is both a powerful energy-generating device and an information-gathering terminal.

◆Ophiuchus Husk

The Area 05 boss.
See "ZODIAC Ophiuchus Husk" in Mecha.

◆Omega Javelin

The Area 02 Zoldyazant base's powerful particle beam cannon. Its range is 600,000,000 kilometers. The entire human fleet located near Jupiter is within firing range.

◆Qliphoth

The term for the parallel worlds to which ALLTYNEX connected without any ALLTYNEX duplicates. Satariel came from one of these worlds. What kind of world it may be is unknown.

◆Raiwat

A planet inhabited by humanoid life forms, outside Earth's Solar System. Nothing is known about its size or location, and officially, it hasn't even been discovered.

◆Reflector Satellites

The satellites that use mirrors and electromagnetic fields to reflect the Zoldyazant base's Omega Javelin. They allow the Omega Javelin to attack its target from any angle, but exist only in the backstory, never appearing in the game itself.

◆Satariel

The final boss.

See "Satariel" in Mecha.

◆Satariel System

A program loaded into the ALLTYNEX main computer to hasten the Ophiuchus Core's awakening. Simultaneously, it uses the core's energy to connect to parallel worlds and siphon energy from them.

◆Satellite Cannon

The Area 04 attack satellites that fire beams at the player from orbit. The eighteen total satellite cannons in orbit are all under ALLTYNEX's control. Each satellite can only function and attack within a designated area.

◆Senate

The political organization that existed before the ALLTYNEX War breaks out. Its ostensible function was to support the president, but in truth, it had all the power. Comprised of the Yuda's ideological descendants, it held complete control over political and economic matters.

◆The Seven Missing ALLTYNEX Units

While "ALLTYNEX" is used as the name of an operating system, strictly speaking, there is only one ALLTYNEX unit. After the war, ■ certain person's investigation reveals that there were actually eight total units, which fed energy to each other in ■ loop. However, the missing seven were only mentioned in documents, and their existence remains unconfirmed.

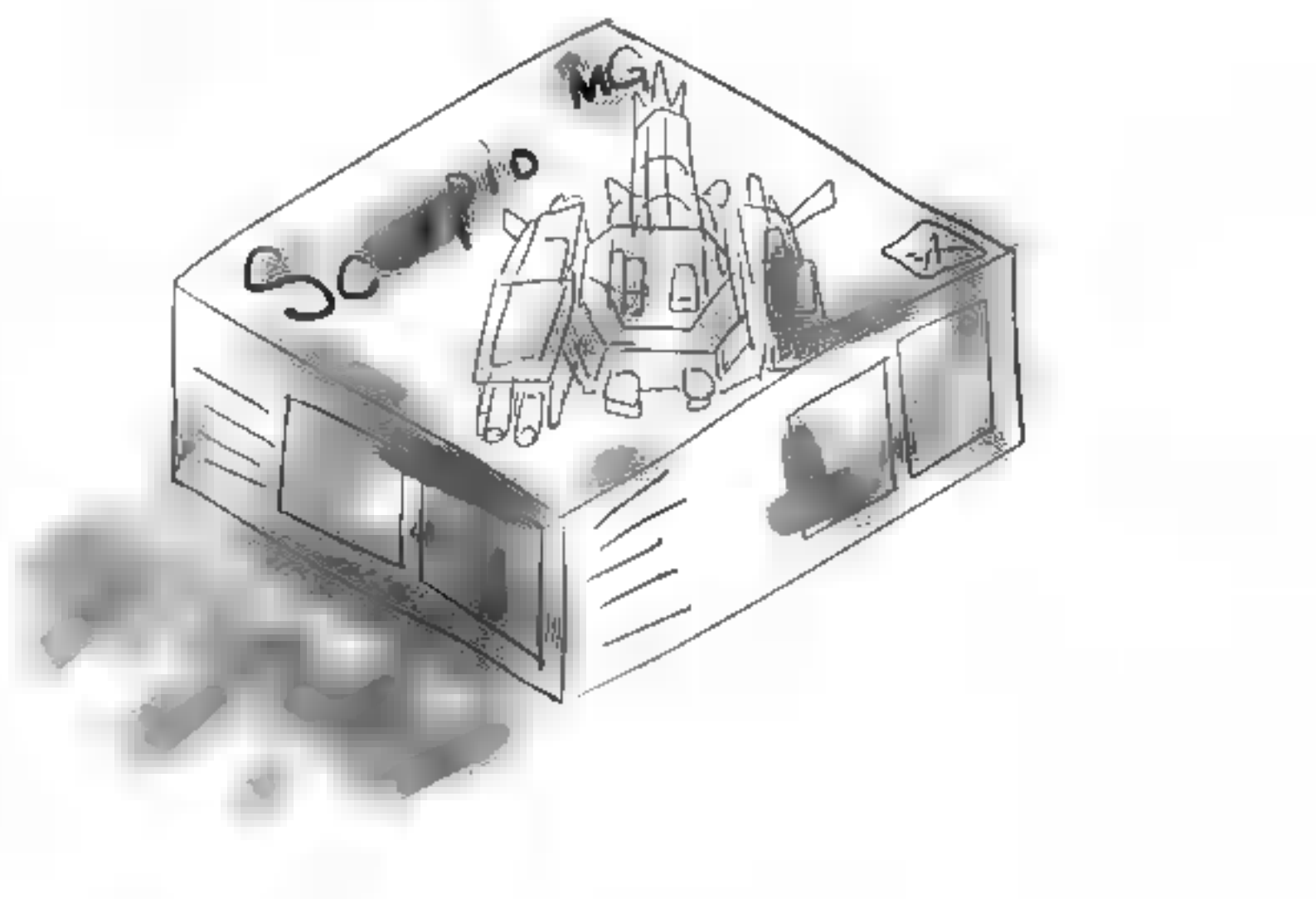
◆Yuda Clan

The Raiwat who brought the Ophiuchus Core to Earth. Other Raiwat consider them to be traitors to their race.

◆Zoldyzant Base

The Area 02 base.

See "Satellite Fortress Zoldyzant" in Mecha.





RefleX

This story is set two hundred and fifty years after the ALLTYNEX War's end. After the war, the world had been divided into two main factions, the Earth and the Resistance. The Earth had failed in its attempt to establish a new world order. It was a world in which chaos and strange events were common. The Resistance had become a serious threat to the Earth, and several powerful nations had schemed to destroy it. The few remaining resources of the Earth were absorbed by the Resistance, and established a new world order. Unified Earth was the result of this event, a war that had ended the end of mankind was at hand. As the world itself, the end of mankind was at hand.

STORY

■ Ancient Raiwat and the ZODIAC Weapons ■

In the distant past, in the Hodzenia star system, the ancient Raiwat people constructed the ZODIAC Systems and used the overwhelming power of the twelve ZODIACs' to establish a vast empire.

One day, however, one of the ZODIACs suddenly went out of control. As if in answer, the others soon followed, escaping the control of their Raiwat masters and began ■ rampage.

At the time, the Yuda Clan possessed the top-secret ZODIAC System data, and they used it to develop a thirteenth ZODIAC, the ZODIAC Ophiuchus, as ■ weapon to destroy the others.

However, just before the completion of construction of the weapon, the Yuda Clan fled the empire, leaving the Hodzenia system and taking the Ophiuchus with them.

The twelve rampaging ZODIAC weapons reduced the Raiwat home world to scorched earth and decimated the Raiwat race. The few remaining survivors spent the next several centuries attempting to regain control of the ZODIACs. This long battle destroyed the planet's ecosystem, rendering it unfit to sustain life. To survive, the genes of the humanoid Raiwat mutated, and when their civilization was finally restored, they had become beast-men.

Meanwhile, the Yuda Clan's long flight took them to Earth, where they chose to begin a new life. This is how humans came to live upon the Earth.

■ The ALLTYNEX War ■

The 2192 ALLTYNEX incident was caused by the Senate, which was secretly comprised of the "Descendants of Yuda." The Ophiuchus Core sent Guehala Dennis, the hero who destroyed ALLTYNEX, two hundred years into the future. Using information he gained from the core, Guehala learned of the impending Raiwat attack, which would occur in a few decades. He decided to dedicate the rest of his life to learning the truth behind the ALLTYNEX War and preparing for the invasion.

■ The Birth of the Erda Union ■

Inside the Ophiuchus Core's light, Guehala learned about the 'ZODIAC Disaster'. The militaristic and expansionist policies of the countries that later came to be the Erda Union provided an ideal opportunity for him to prepare for the coming Raiwat invasion and he joined the Erda Union as ■ chief engineer.

While there, however, he learned that the Senate had been the cause of the ALLTYNEX War. Realizing that the Erda Union and the Global Unified Army humanity's real enemies, Guehala left their ranks.

■ Defection to Valkyness ■

Guehala discovered that one cult group was backing the many rebel factions, and so he left the Global Unified Army to join Gehenna, the Order of the Holy Snake.

Assigned to the resistance group Valkyness, Dennis proposed the creation of twelve new weapons and developed the battleship Ophiuchus as the thirteenth weapon. He knew that these weapons could not stand against the ZODIACs, but his defection from the Global Unified Army caused the army to further build up its military forces.

■ Guehala Completes Photon Reflector Shield Theory ■

After many years of research, Guehala succeeded in drawing energy from the Ophiuchus Core, and used its unique properties to develop Photon Reflector Shield Theory. This theory enabled the creation of a photon shield based on particle acceleration fields.

The workings of the Ophiuchus Core were still largely mystery and it was concealed in an old Phoenix fighter craft while a new type of fighter was developed which used a man-made pseudo-core in place of the actual core.

Pleased with the capabilities of the new fighter, Gehenna named it the "Serpent" after the white snake of their religion and instructed Valkyness begin mass-production. Guehala chose to accompany them to the lunar base and boarded the carrier Ophiuchus. This was to be Guehala's greatest mistake.

■ Operation Reflex Fails ■

Captain Spica of the Global Unified Army detected the convoy and launched a surprise attack, destroying the carrier and the Serpent before they could leave the atmosphere. The pilot of the Phoenix, who had been standing by in his cockpit before the attack, was able to barely escape with his life and headed for the lunar base alone.

The Global Unified Army was unable to stop the Phoenix with its Photon Reflector Shield and a surprise attack by the Phoenix left the Meteor Fleet crippled.

Then, at that worst possible moment, the Raiwat commenced their attack.

■ The Raiwat Army ■

The Raiwat had managed to shut down all of the ZODIAC weapons that had ravaged their planet, and successfully regained complete control of three. But they feared the Ophiuchus, the thirteenth ZODIAC weapon which had been taken by the Yuda Clan. Two hundred and forty years ago, the Raiwat had detected its energy signature in ■ distant star system, and they had monitored ■ dramatic increase in power over forty years.

While little data on the Ophiuchus remained, they feared that it might cause the nine ZODIACs which were not under their complete control to attack once more. They had to eliminate that threat at any cost.

The Raiwat people had never forgiven the traitorous Yuda Clan, and no-one opposed a plan to attack the Ophiuchus. The ZODIAC Virgo, an observer/defender craft, and the Elite Base Buster Squadron Enropi were dispatched as an advance force.

Following the Ophiuchus's energy signature, the Raiwat arrived at the Moon, where they destroyed the Global Unified Army weapon Cancer as it engaged the Phoenix. The Valkyness lunar base was also destroyed.

■ Ceasefire and Battle Against a Common Enemy ■

Realizing something unforeseen had happened, the Erda Union immediately proposed a ceasefire to Valkyness. Valkyness had been all but destroyed and so accepted the request and joined forces with the army against the mysterious new aggressors. However, the difference in offensive power soon became clear and soon, only the Phoenix and Virgo were available to pursue one of the ZODIACs, as it entered the ruins of the ALLTYNEX facility.

Spica miraculously survived what transpired there, but even she could not comprehend what had happened. All she could recall was ■ terrible battle between ■ massive, energy-winged craft that had suddenly appeared and the Phoenix, which had also manifested wings of energy.

The Raiwat Army had planned to destroy Earth, but had been surprised by the ZODIAC Ophiuchus, which appeared, destroyed the ZODIAC Virgo and disappeared again. They demanded an immediate, unconditional surrender from the Erda Union before they could get wind of what had happened.

With no further forces capable of fighting back, the Erda Union was forced to surrender.

The Erda Union fell under Raiwat control, and the Global Unified Army and Valkyness were dismantled. The Raiwat Commander Tsukikagerou interrogated senior Erda members for information about the Ophiuchus, but none of the survivors knew anything about it.

■ The Gehenna Resistance: From Angels to Menace ■

With the break up of the Global Unified Army and Valkyness, humanity's defeat seemed inevitable. Faced with this fear, the people of Earth came to see the energy-winged Phoenix that had destroyed the Raiwat's own winged weapon as their last hope, and they began to worship it as ■ god.

Hidden underground, the Gehenna Church survived. The church proclaimed the situation to be "the advent of God, as foretold by the teachings," and they began to fight back against the Raiwat Army with their own military forces. Former members of the Global Unified Army and Valkyness members joined Gehenna and enlisted into the battle as the 'Serpent's Angels'.

The Raiwat had not anticipated Gehenna's resistance, and they deployed the second ZODIAC weapon Leo, which should have been more than sufficient to suppress any opposition. But the energy-winged Phoenix appeared from nowhere and the Ophiuchus savagely attacked the Leo, destroying it. The Raiwat dispatched further ZODIACs against the Phoenix and the terrible battles left scorched wastelands behind them.

Humanity had idolized and worshipped the Phoenix as a god, but the battles between the energy-winged crafts caused massive casualties and soon mankind teetered on the brink of extinction. In time, people began to call the Phoenix "Winged Menace Zero" and Gehenna's influence began to wane.

With their theology crumbling, the Gehenna Church changed direction and embarked upon a plan to 'create god ourselves'. They deployed new, unproven technologies one after another: weapons based on Brain Fusion Theory, the Neural Nest Network, the Mechanized Temple... Later, the Neural Nest Network suddenly and unexpectedly became autonomous, threw off mankind's control, and developed its own auto-retaliation system.

These were all desperate measures born of desperate times, but they damaged the Raiwat more than they could have anticipated, forcing them to withdraw to Mars.

■ The Defeat of the Raiwat Army ■

The situation was only worsening for the Raiwat. Acting upon orders from their home planet, they deployed all of the remaining ZODIAC weapons, some of which were not completely under their control. Commander Tsukikagerou disagreed with the plan, but the orders of High Command were absolute, and so vicious conflicts took place across the Earth.

However, the Ophiuchus destroyed the ZODIACs ■ they were deployed, one after another. Tsukikagerou realized that the mission had failed. Just as he was about the launch the final ZODIAC launched, orders came from the home planet to withdraw and return. Having launched the ZODIAC Libra, the Raiwat departed the system.

■ The War Ends ■

The pilot of the Phoenix was unaware of a final, hidden function that Professor Dennis had installed for his craft: "Awakening." Professor Dennis had perished when the Virgo attacked his carrier and was unable to see the end of the war, but his dreams of the dismantling the Erda Union and thwarting the Raiwat invasion were fulfilled.

The Raiwat deployed all twelve of their ZODIAC weapons during the war, but the Phoenix with its Ophiuchus Core was the most powerful of all the ZODIACs and had destroyed the others. Ultimately, the Senate's ALLTYNEX plan that had begun two hundred and forty years earlier, had born fruit.

But victory by the Raiwat Army had been assured from the start. Its purpose fulfilled, the Ophiuchus Core initiated a 'seal' function called 'Asclepius'.

The Ophiuchus had been doomed from the moment the battles between the ZODIACs had begun, but Commander Tsukikagerou who commanded the Counter Ophiuchus Unit had never been informed of this function.

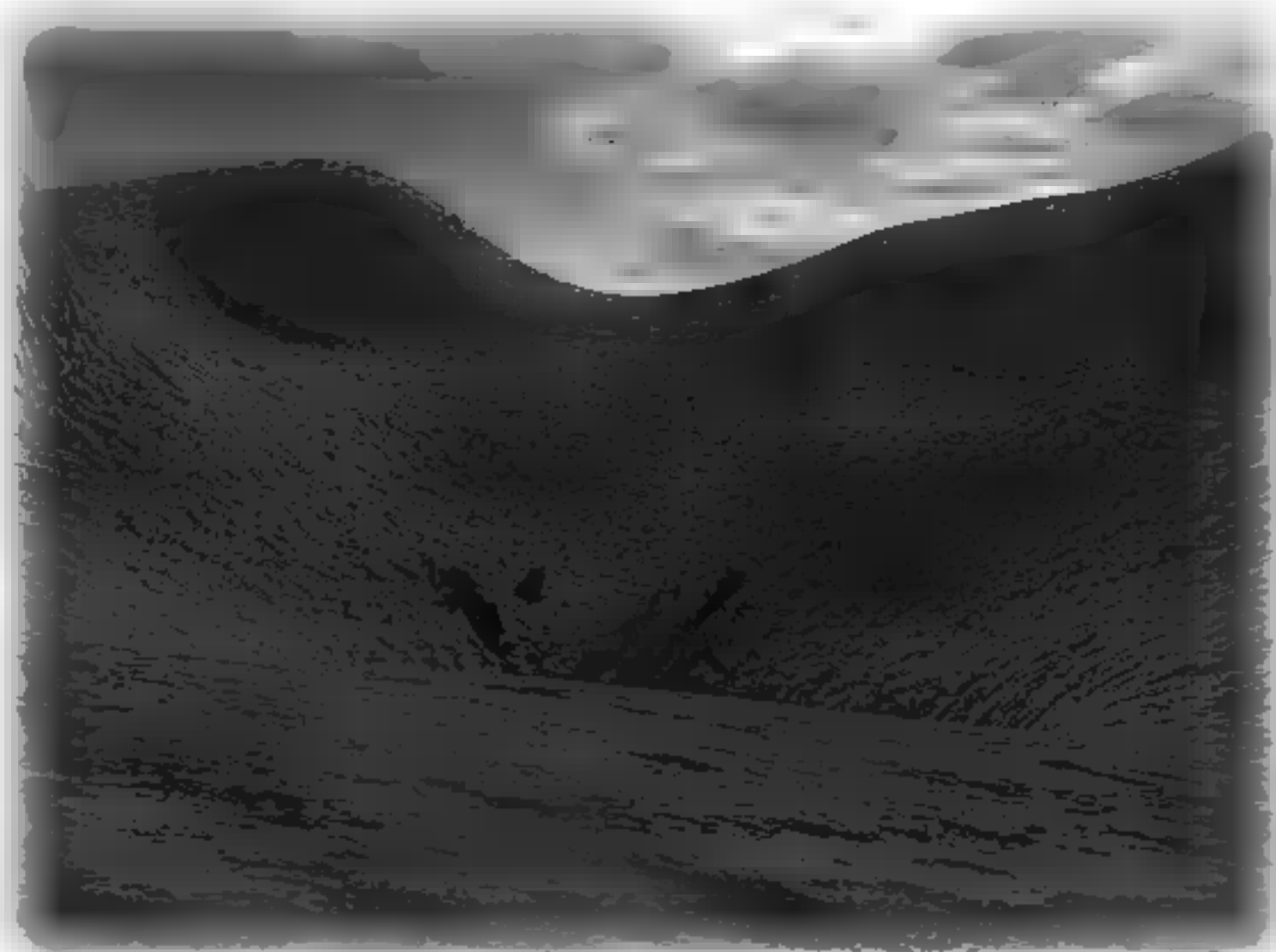
Upon his return home, unable to bear the weight of failure, he committed suicide.

■ The End of the Old World ■

And so the war, which to the Raiwat High Command had been nothing more than an act, came to an end.

Its purpose fulfilled, the Ophiuchus activated its seal system and shut down. Having lost their target, the Neural Nest Network's auto-retaliation systems fell into a long slumber. All that remained on the Earth was the few surviving humans.

Thousands of years would pass before humanity regained civilization and reached the masive Mechanized Temple that shimmered in the distant sky.



GAME SYSTEM

An explanation of the RefleX game system.

Game System

In RefleX, you can attack with guns, using your shield to defend and reflect shots.

Using the shield will deplete shot power, so be careful and use your energy strategically.

Shot Attacks

Primarily used to destroy enemies, missiles, and purple bullets.

Shot power is linked to shield energy. When the gauge is below 12.5%,

the shot is at its weakest, and at its strongest above 25%. (Version 1.01 and beyond.)

| Shot Level | Gauge (Ver 1.00) | Gauge (Ver 1.01) | Firing Gap | Power | Left | Center | Right |
|--------------|------------------|------------------|------------|-------|------|--------|-------|
| 1 | ~25% | ~12.5% | 7 | | 20 | 20 | |
| 2 | ~50% | ~25.0% | ■ | 10 | 25 | 25 | 10 |
| 3 | ~100% | ~100.0% | 5 | 10 | 20 | 30 | 20 |
| Energy Wings | | | 3 | 200 | 300 | 300 | 200 |

*In addition, if the Energy-Winged Phoenix is the player craft, shot power is halved until Area 07 for reasons of balance.

Other

Any shot that hits a destructible target will yield points (1 point per shot).

Shield Deployment

A deployed shield will defend against and reflect photon weapons, but shield energy will decrease. By halting your fire, shield energy will recover. (After version 1.01, it will also recover slightly even while firing.)

Blue shots will be reflected and turn green, while red and purple shots will be destroyed. Some special weapons are exempt from this rule, however.

Shield Energy: 1024

Shield Depletion: 4 Energy per Frame

Recovery After Releasing Shield (Per Frame)

0-15 Frames: +1

16-63 Frames: +8

64-255 Frames: +16

256 Frames and Higher: +32

*Recovery When Firing: +1 (version 1.01)

Reflected Attacks

Reflected attacks retain the same characteristic as prior to their reflection. Depending on type of attack, they have ■ fixed attack power. Here are numbers for the most common types:

Reflected Blue Shots: 300

Blue Guided Lasers: 60 per frame of contact

Reflected Cannon-type Lasers: 10 per frame of contact

Photon Blaster: 30 per frame of contact



◆ Score System

Scoring is determined by Combo Bonus. As enemies are destroyed with reflected shots, the level increases, and the counter begins to decrease.

Destroying enemies with normal attacks will maintain combo level, but cause the count to reset. When the combo counter reaches 0, the combo level will reset. Combo level and the way the enemy destroys you decides the final score multiplier.

The combo counter lasts 64 frames.

Maximum combo level is 8.

| Combo Level | Normal Gun | Reflected Attack |
|-------------|------------|------------------|
| 1 | x 2 | x 4 |
| 2 | x 2 | x 4 |
| 3 | x 2 | x 4 |
| 4 | x 4 | x 8 |
| 5 | x 4 | x 8 |
| 6 | x 8 | x16 |
| 7 | x16 | x32 |
| 8 | x32 | x64 |

■ Armor

You have six layers of armor, and sustaining hits destroys them. At 0 armor, any hit is game over, except under certain conditions. Once specific areas are completed, armor is fully repaired.

■ Items

This game has no power-up or bonus items. (Although some were in an early demo.)

◆ Energy-Winged Phoenix (Ophiuchus) Mode

The following attributes differ with the normal Phoenix:

- Shield energy is infinite
- No armor
- Shots fire more quickly and with greater power (see above diagram)
- Photon Blasters are available for use
- Movement speed increases by 1.3

■ Using Photon Blasters

1. Reflect any shot that can be reflected.
2. Releasing the shield button turns ■ maximum of 8 reflected shots on screen into Photon Blasters.
3. Photon Blasters fire a beam at the nearest enemy, then disappear.

Shots become Photon Blasters due to ■ wave the Phoenix emits, so shots can be modified by the release of any shield instance, and is not limited to the shield instance that initially reflected it. For example, if there are 20 reflected shots on the screen, repeatedly pressing and releasing the shield button will modify ■ shots, then modify 8, then 4.

AREA INFORMATION

An introduction to the eight areas of RefleX.



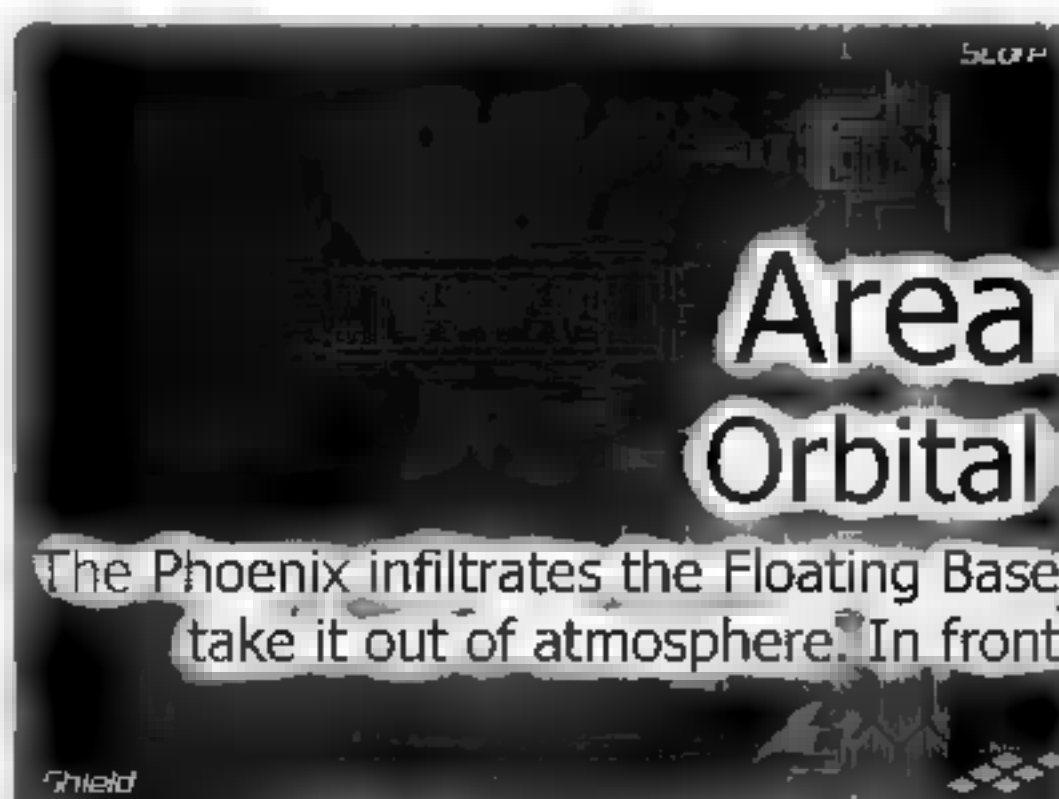
Area: 01-A Pinpoint Raid

Operation RefleX begins. The Global Unified Army detects the Valkyness convoy. The Virgo destroys the carrier, but the Phoenix manages to escape and heads alone toward its destination: the lunar base.



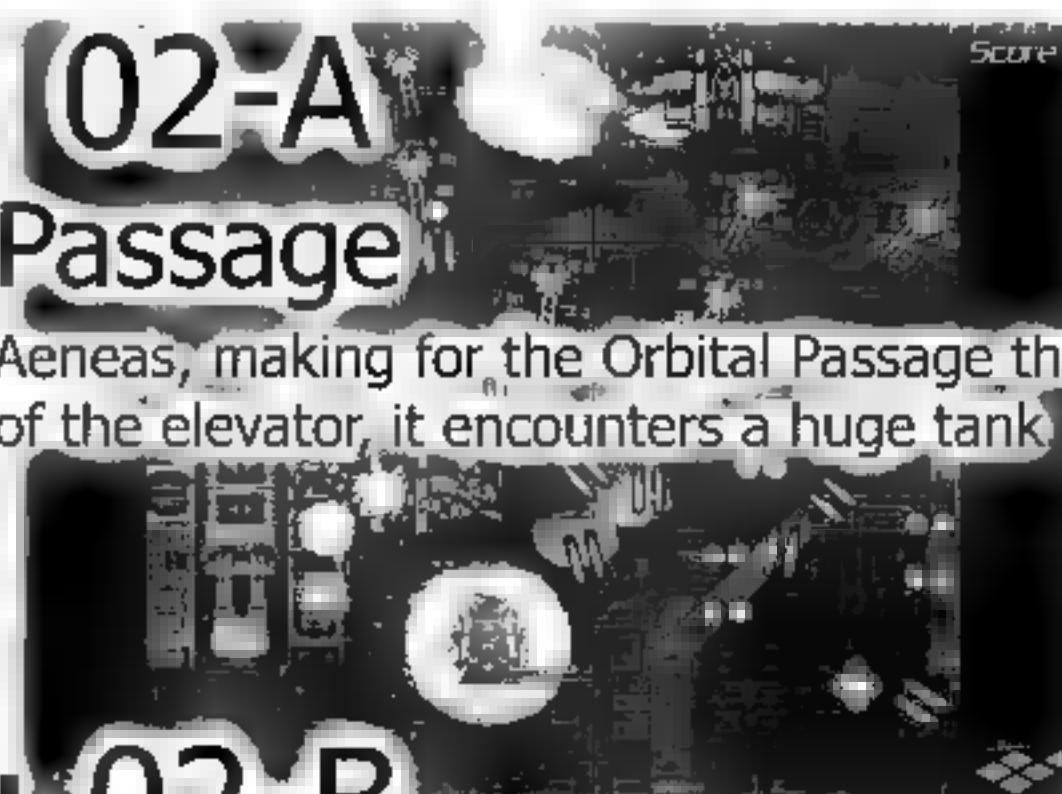
Area: 01-B Pains of Revolution

The battle continues in the rain. The fight between Valkyness and the Global Unified Army continues below you. And in front of you is the Virgo, the enemy that destroyed your carrier.



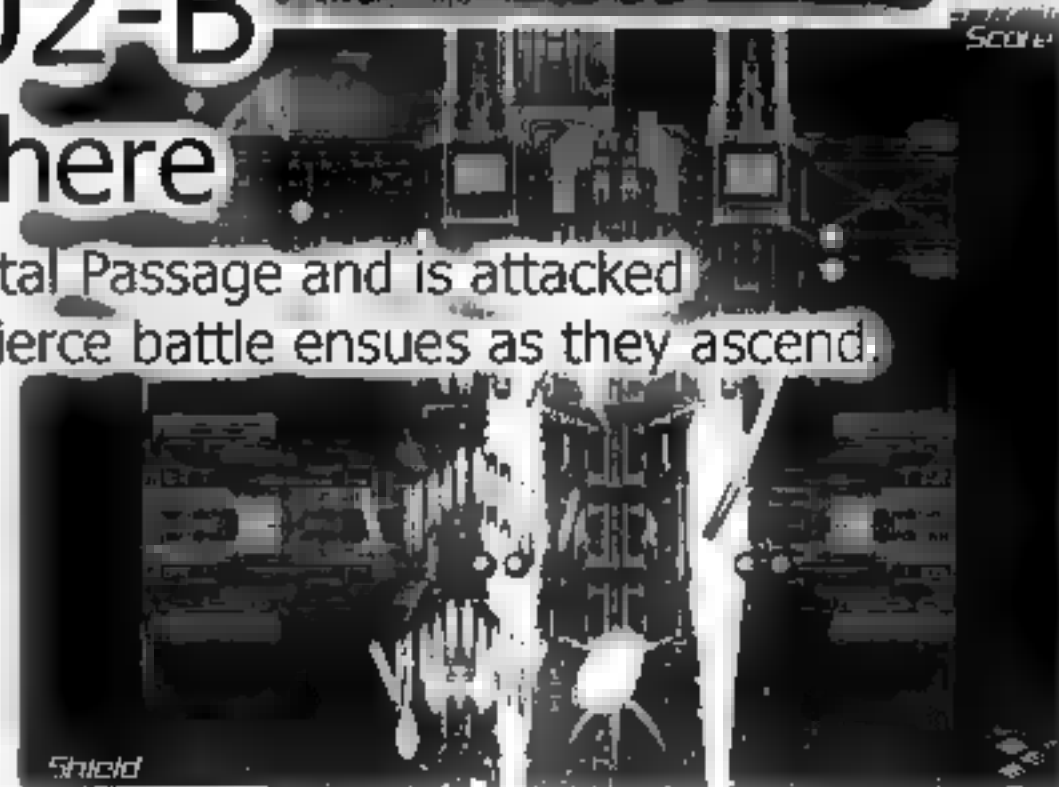
Area: 02-A Orbital Passage

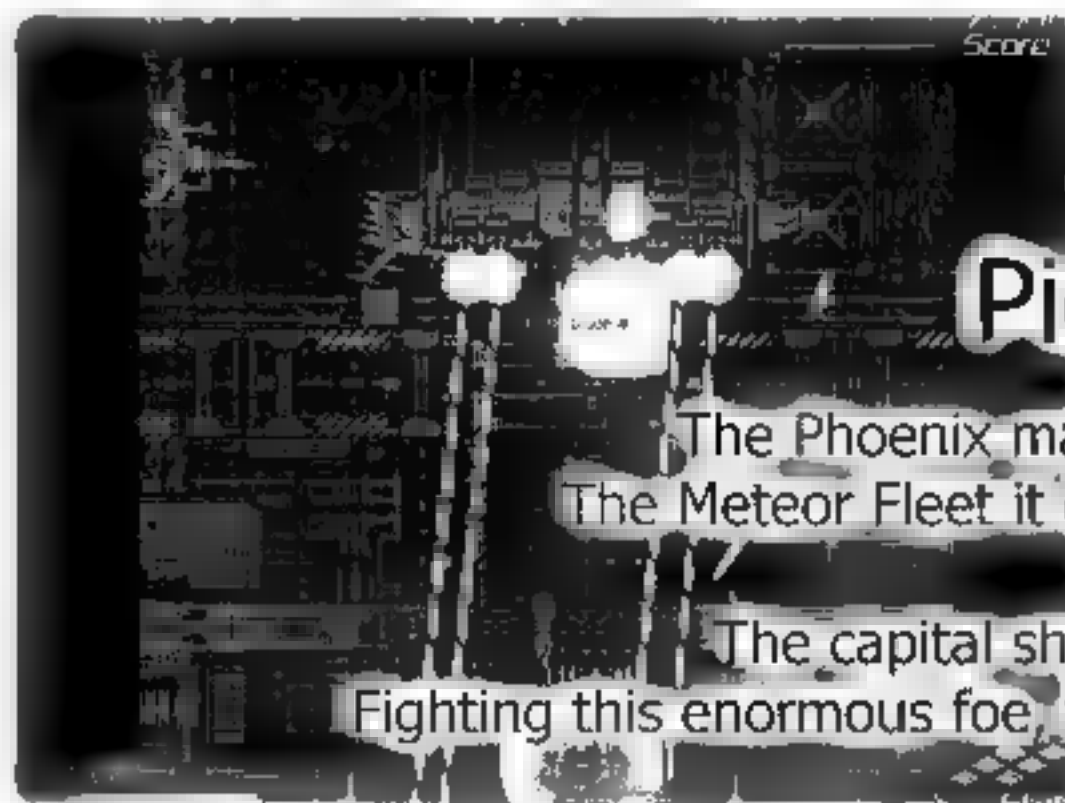
The Phoenix infiltrates the Floating Base Aeneas, making for the Orbital Passage that will take it out of atmosphere. In front of the elevator, it encounters a huge tank.



Area: 02-B Stratosphere

The Phoenix reaches the Orbital Passage and is attacked by the defensive weapon Scorpio. A fierce battle ensues as they ascend.

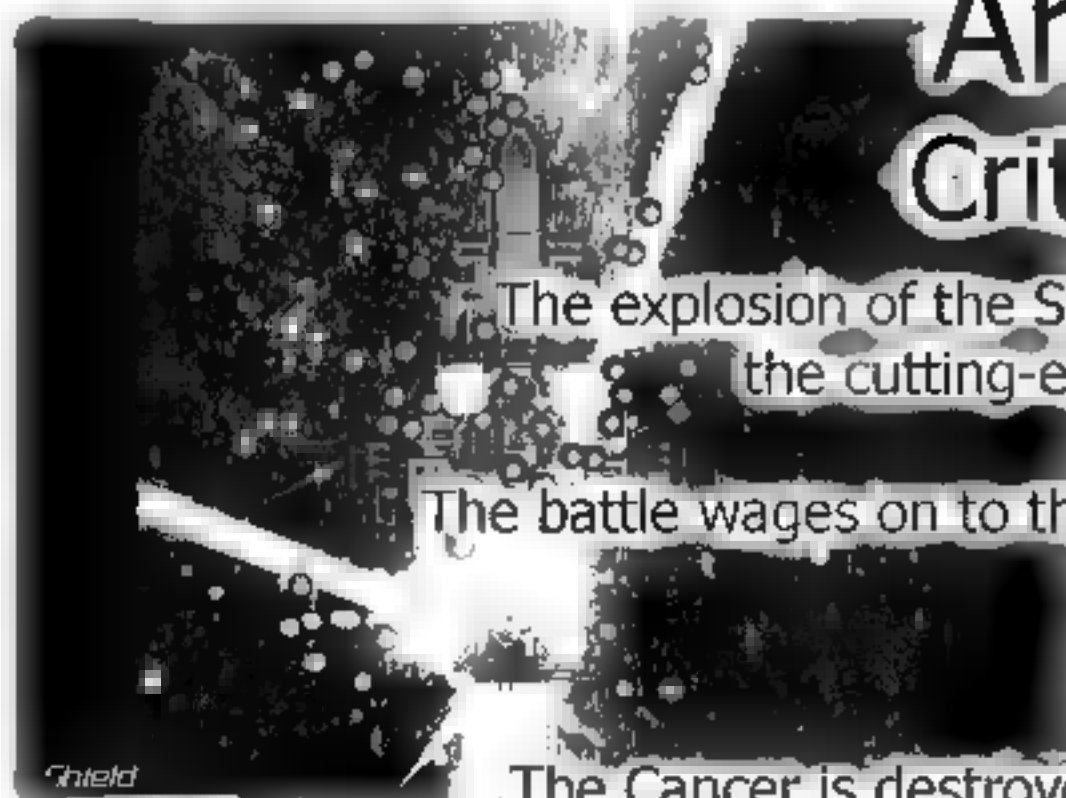




Area: 03 Pierced Tragedy

The Phoenix makes it through the passage and into space.
The Meteor Fleet it encounters there is awaiting some other enemy.

The capital ship Sagittarius appears before the Phoenix.
Fighting this enormous foe, the Phoenix penetrates deeply into the enemy defenses.



Area: 04 Critical Days

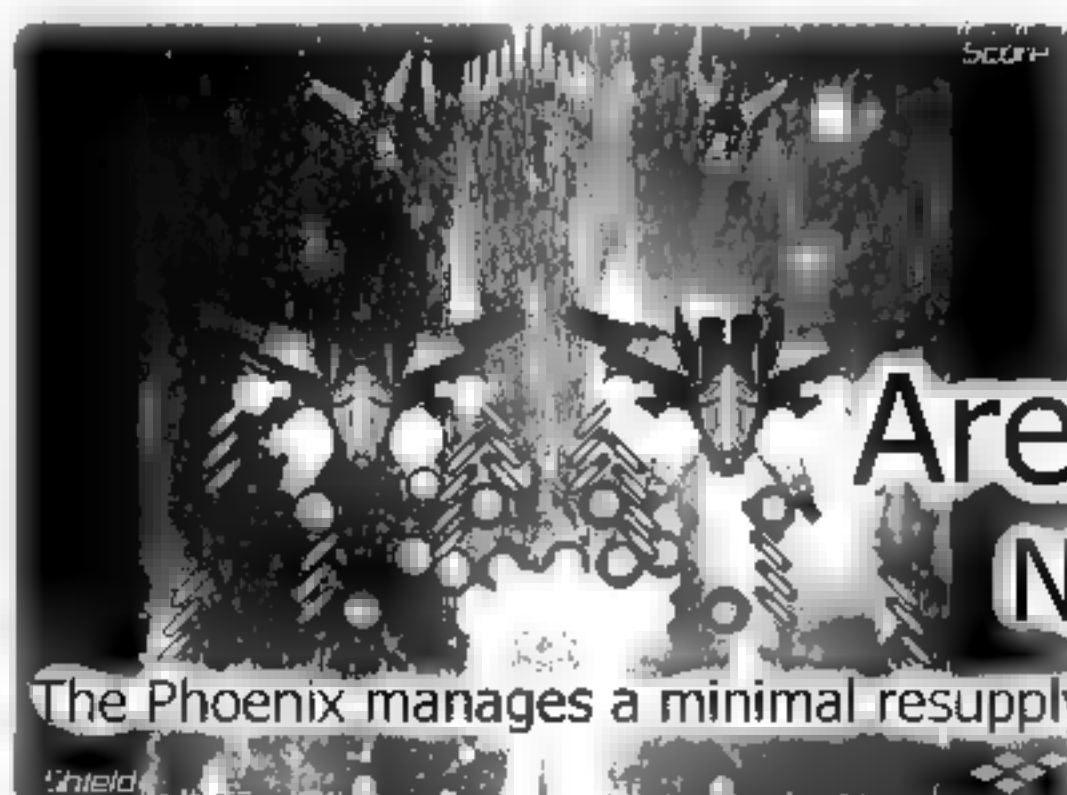
The explosion of the Sagittarius reveals a new enemy:
the cutting-edge battleship Cancer.

The battle wages on to the Phoenix's destination, the Moon.

The Cancer is destroyed by a sudden blast of energy.

The war takes a new turn.

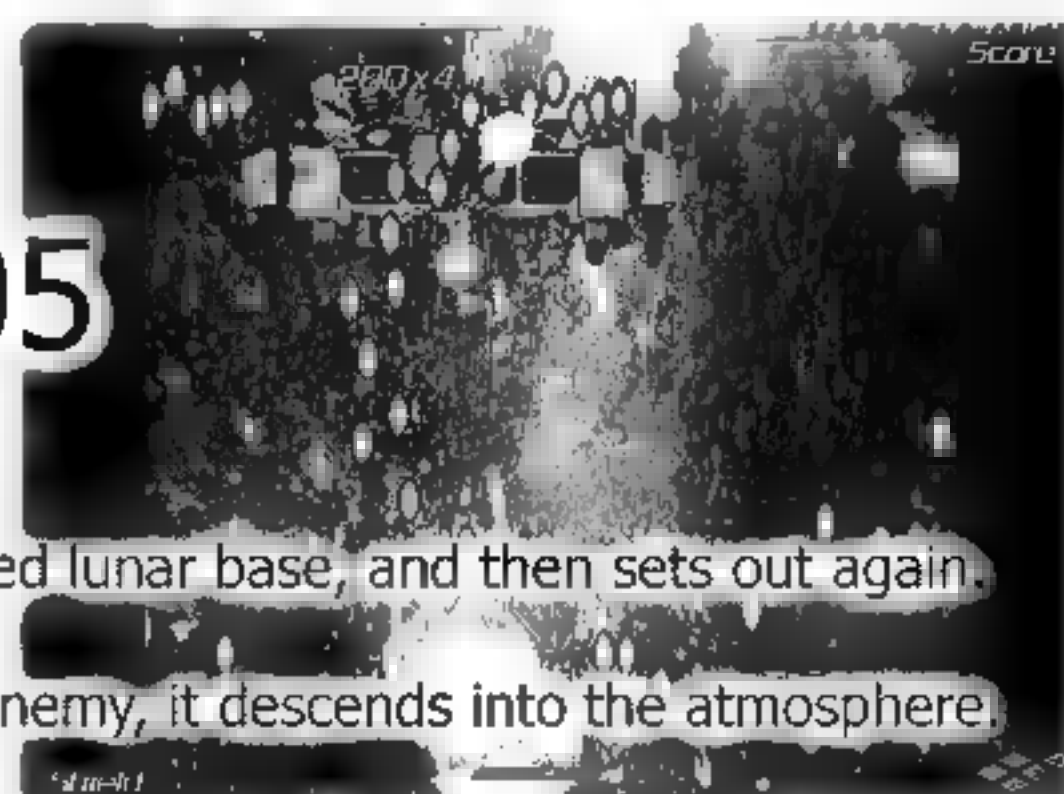




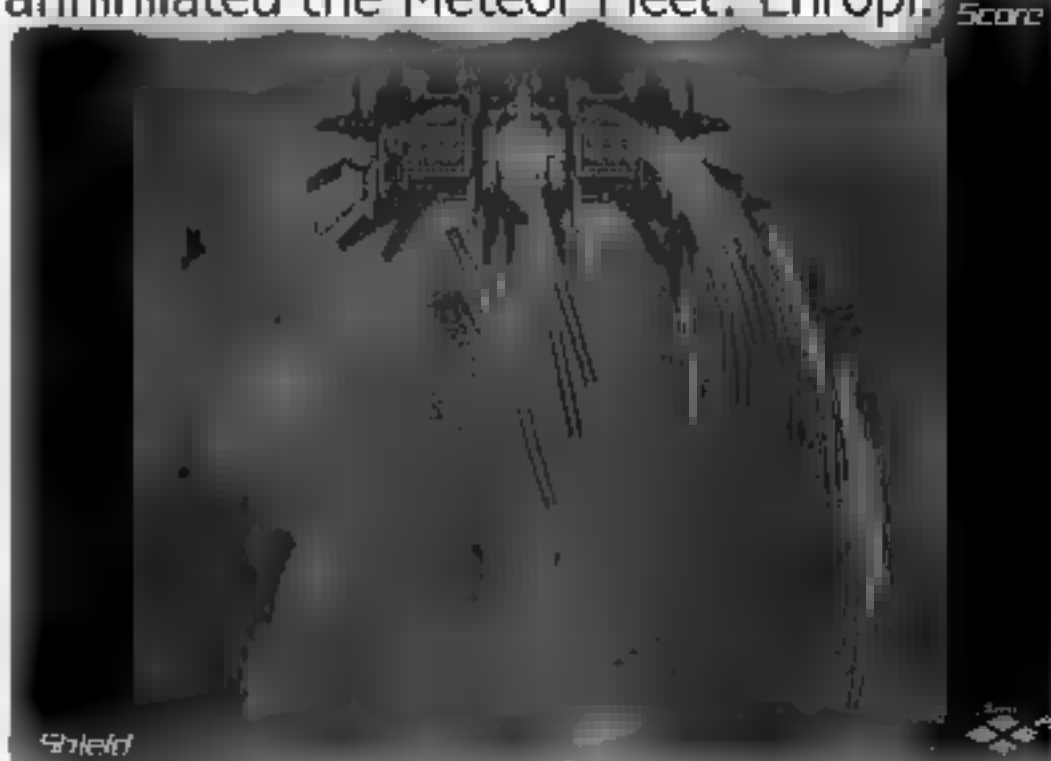
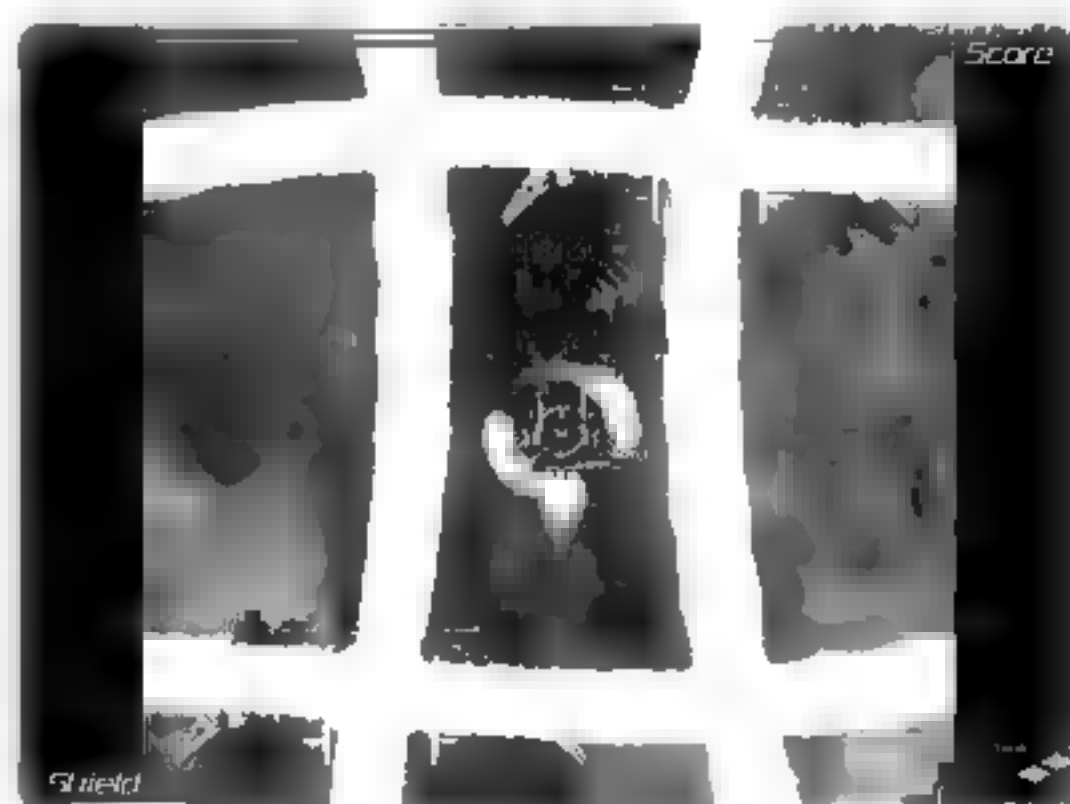
Area: 05 Nadir

The Phoenix manages a minimal resupply at a ruined lunar base, and then sets out again.

After a sub-light speed battle with this mysterious enemy, it descends into the atmosphere.

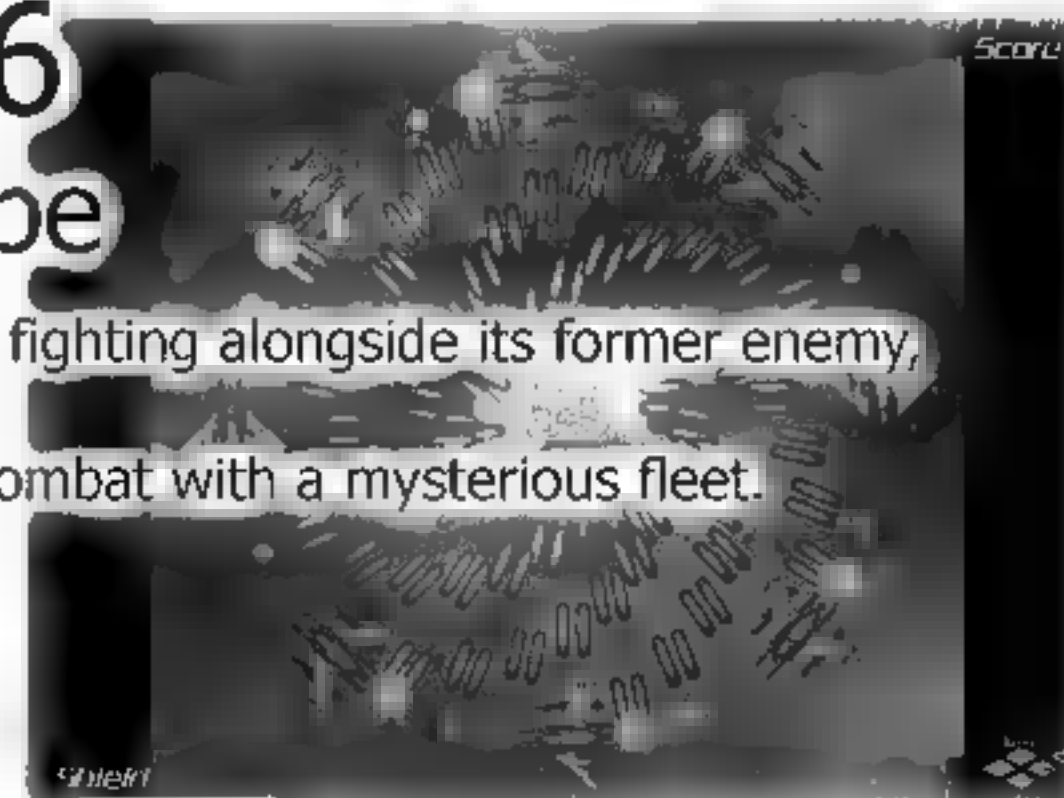


It confronts the enemy that annihilated the Meteor Fleet: Enropi.



Area: 06 Kaleidoscope

On entering atmosphere, the Phoenix sees Valkyness fighting alongside its former enemy, the Global Unified Army. Both are engaged in combat with a mysterious fleet.



The Global Unified Army's Virgo pursues what appears to be the enemy's primary weapon.



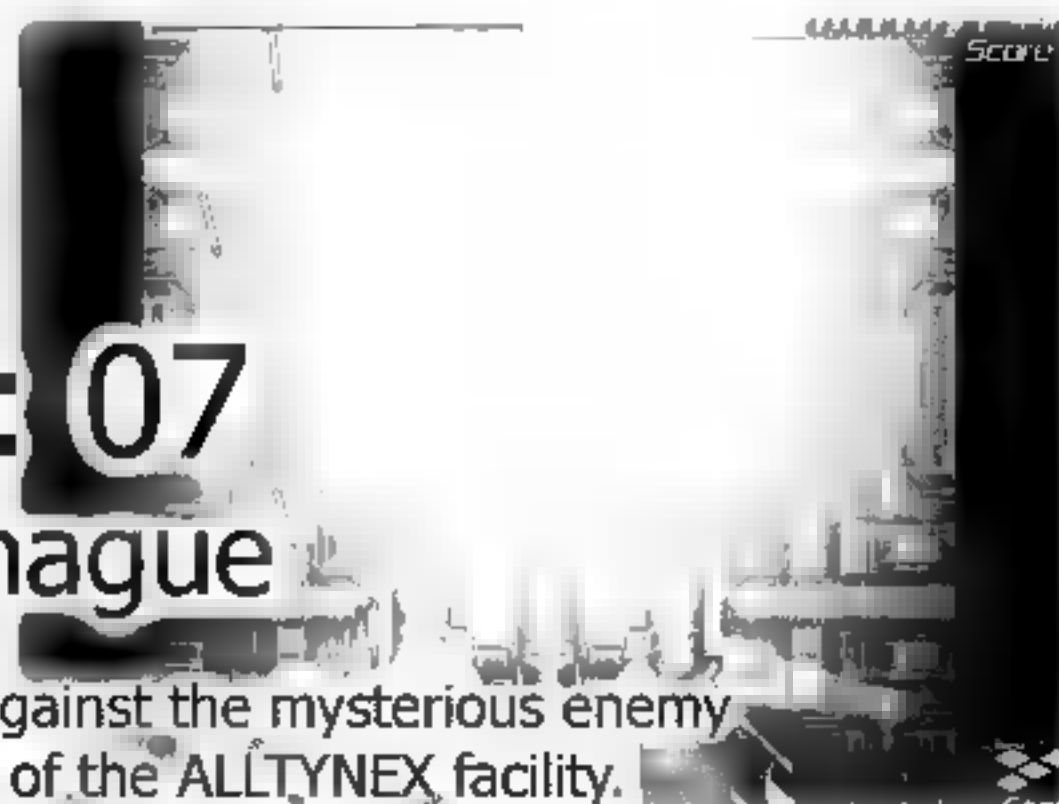
Alongside it, Phoenix battles the small craft.



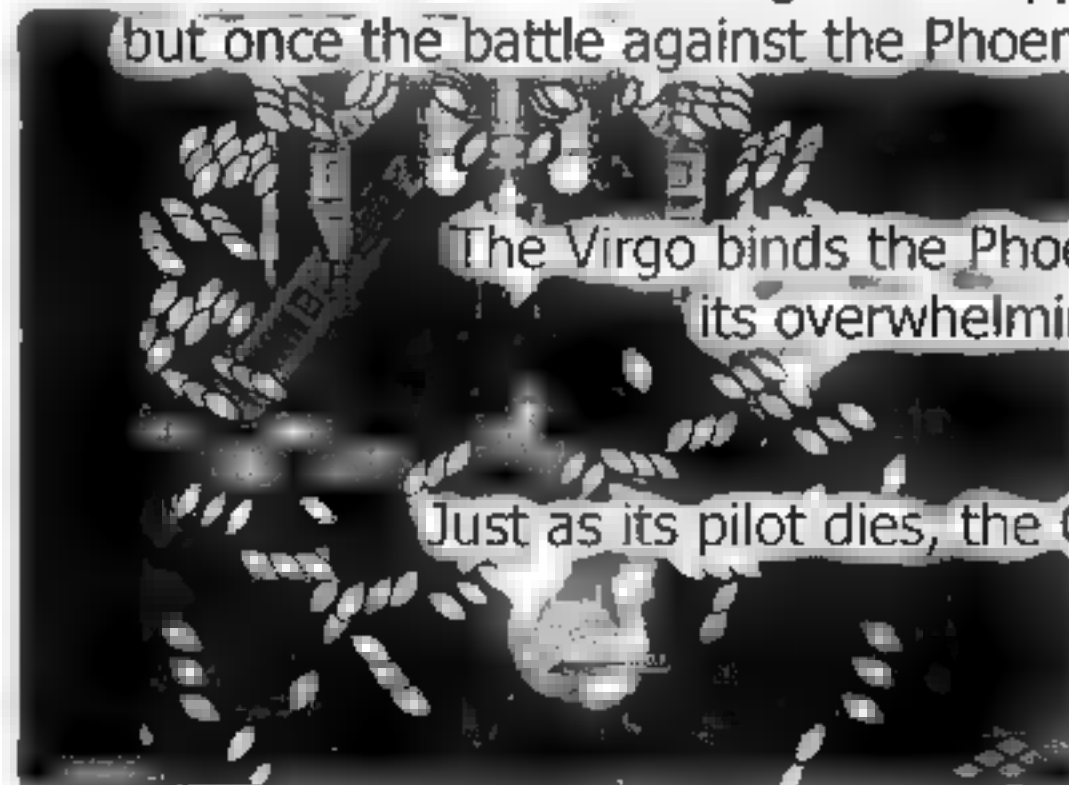


Area: 07 Ras Alhague

The Phoenix plunges into battle against the mysterious enemy that headed toward the ruins of the ALLTYNEX facility.

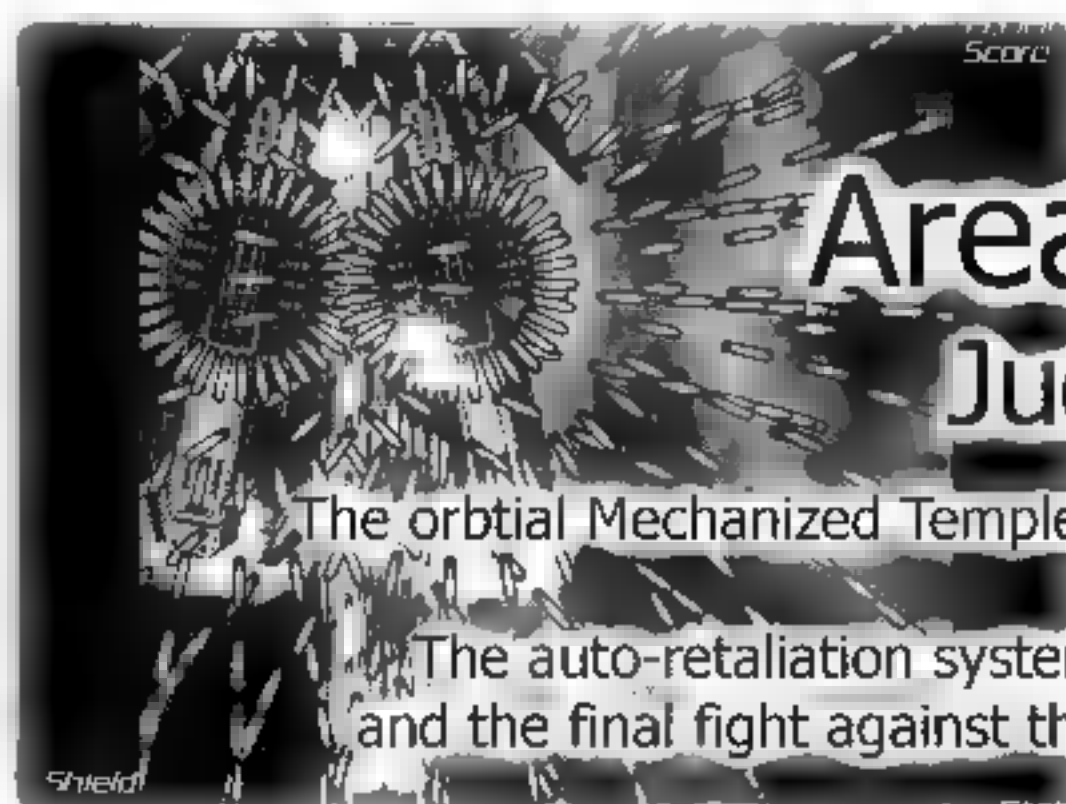


ZODIAC Virgo was supposedly under Raiwat complete control, but once the battle against the Phoenix begins, it awakens and manifests wings of energy.



The Virgo binds the Phoenix. Just as all seems lost in the face of its overwhelming firepower, a miracle occurs.

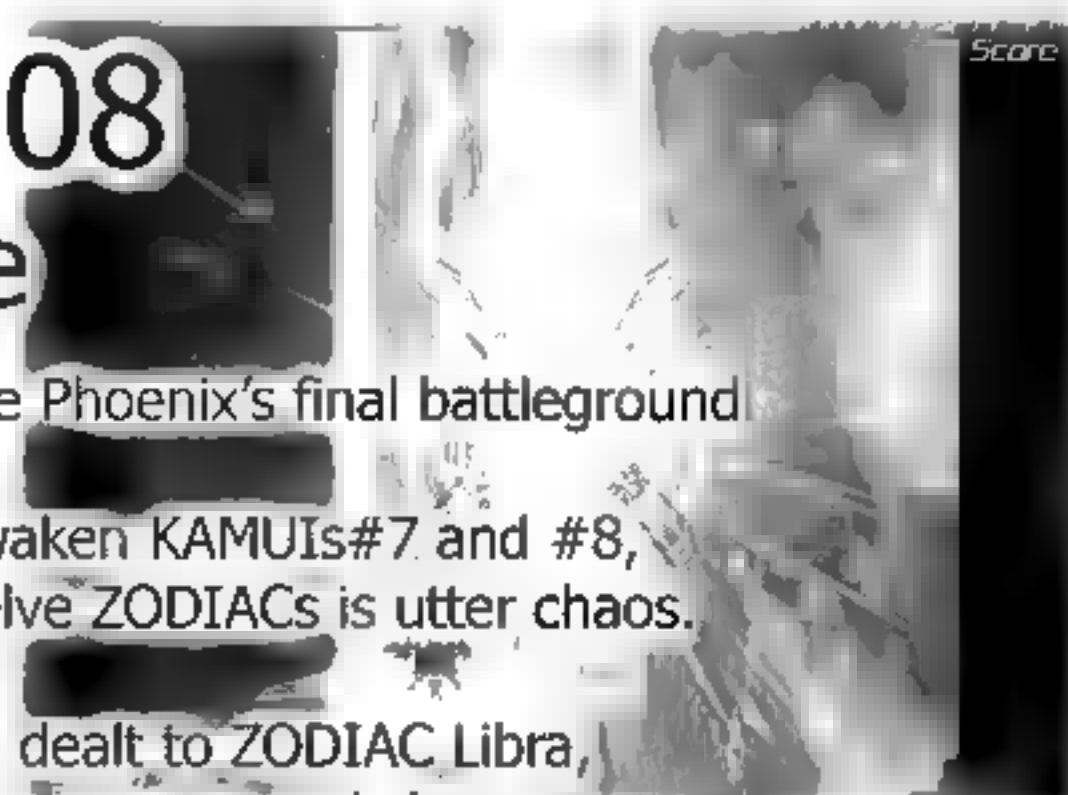
Just as its pilot dies, the Ophiuchus Core on the Phoenix awakens.



Area: 08 Judge

The orbital Mechanized Temple is the Phoenix's final battleground.

The auto-retaliation systems awaken KAMUIs #7 and #8, and the final fight against the twelve ZODIACs is utter chaos.



When the final blow has been dealt to ZODIAC Libra, the Ophiuchus has fulfilled its purpose and sleeps.



Despite all the sacrifices made in this war, there are no victors.



MECHA

An introduction to the major weapons of the world of RefleX.

Mecha

◆ All-purpose Phoenix Professor Dennis's Shield-equipped Fighter Phoenix



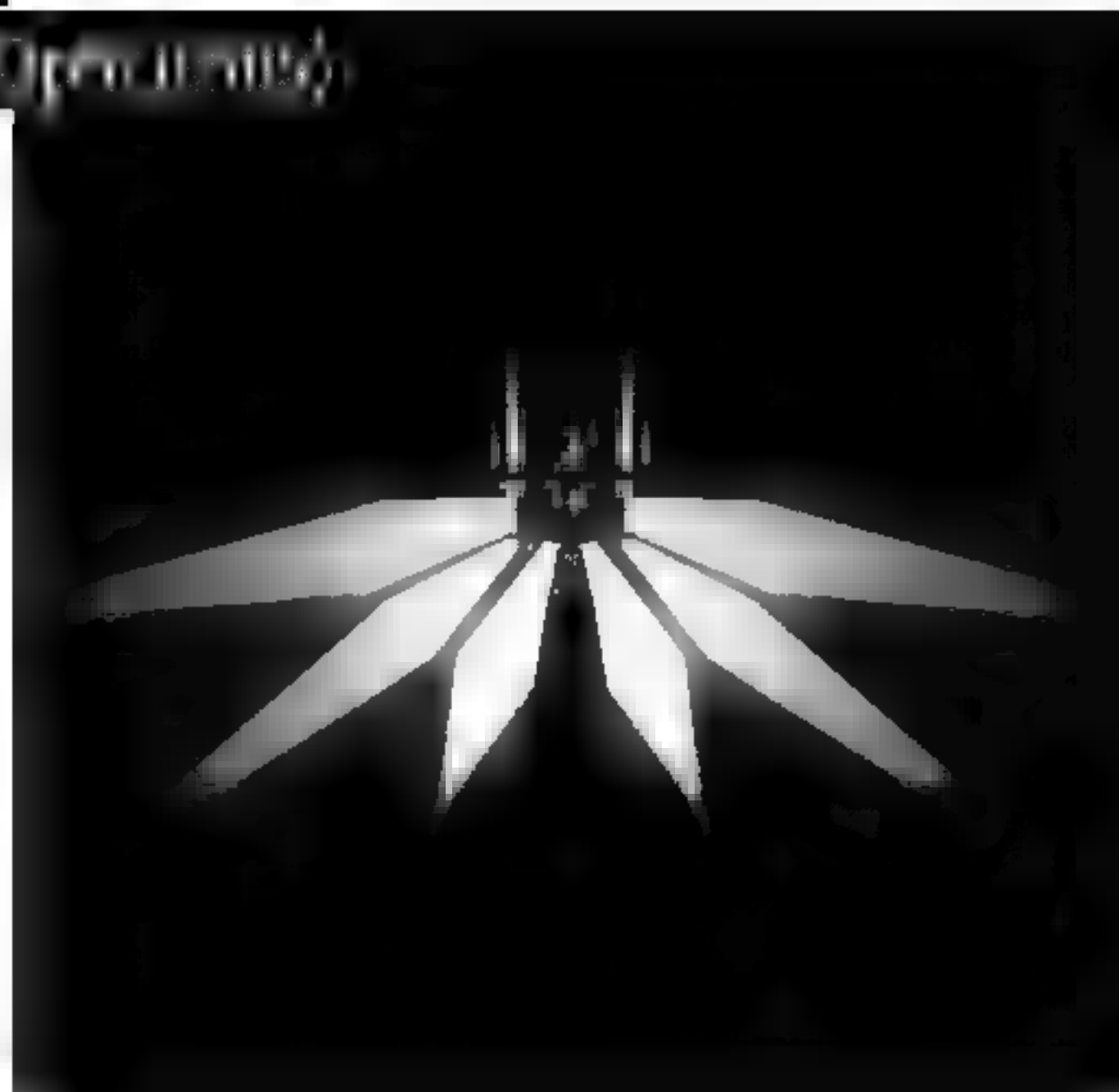
An all-purpose fighter craft, equipped with a shield system. Professor Dennis ostensibly developed it as a modified prototype fighter which used a prototype core. However, it actually contains the subject of his research itself, the ZODIAC Core.

Even unawakened, ■ generates more power than the Serpents' artificial cores, but output is restricted in order to maintain control over it.

◆ Energy-unleashed Phoenix (ZODIAC Operation)

The Phoenix when manifesting energy wings. The hidden ZODIAC Core awakened as its pilot died.

The craft itself was on the verge of destruction and its internal systems are exposed. Some of its firing systems are also destroyed, so its firing range is more limited. However, overwhelming power provided by the the awakened ZODIAC Core effectively gives it infinite energy, and increases its mobility and firepower. Its shield can be deployed limitlessly.



◆ ATCR-PI-E01

Area: 01-A

One of the pseudo-ZODIAC weapons belonging to the Global Unified Army.

A mid-sized fighter, with a design that emphasizes stealth, it is intended to approach from within cloud cover, to launch surprise attacks. As the name suggests, it swims like a fish through the clouds.

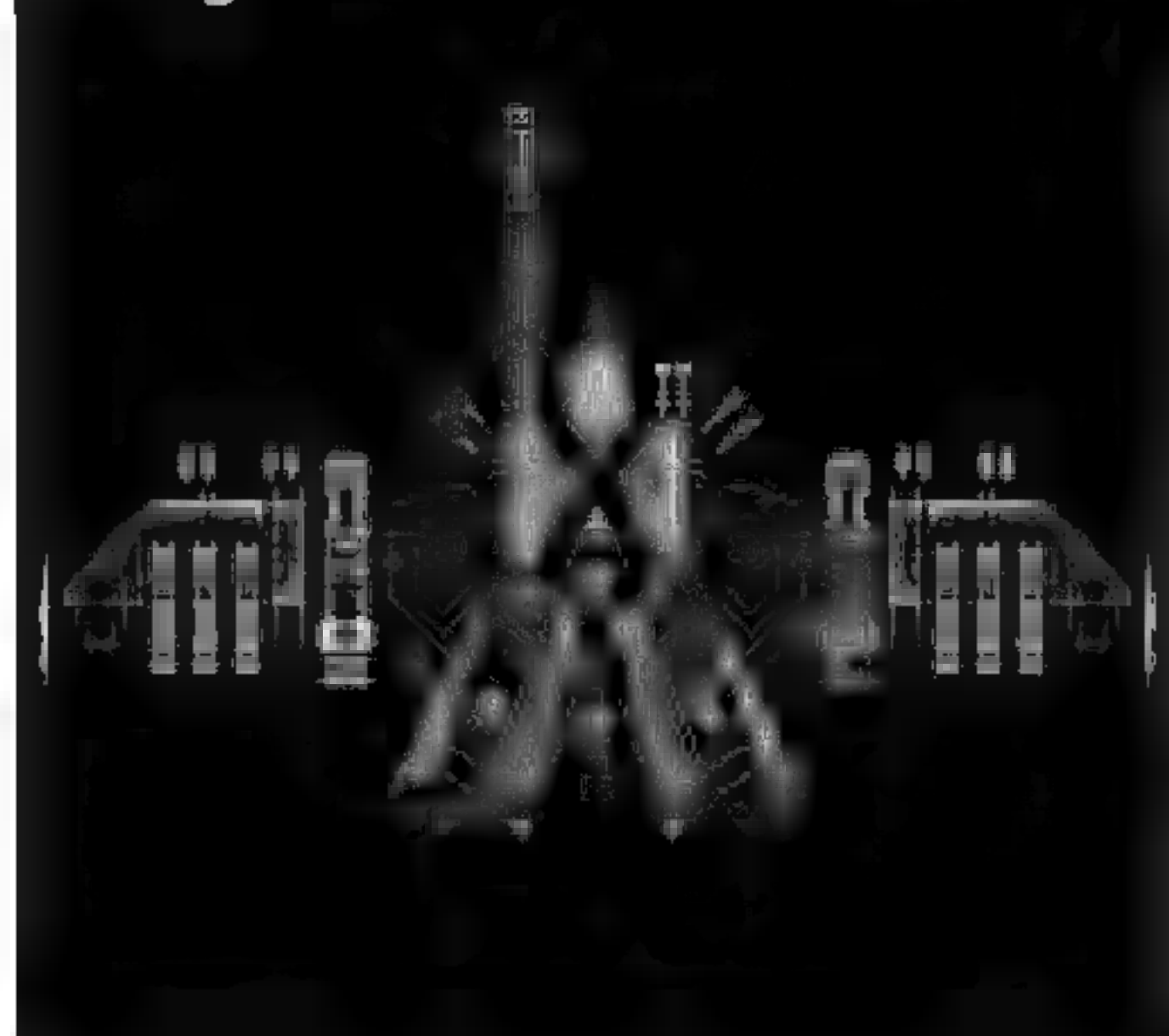
There are two types: the Type-A which carries heavy firepower, and the Type-E which lays down defensive bullets curtains.

The Type-A was shot down by fire from Valkyness. The Type-E enters into battle against the Phoenix with part of its hull armor melted away.

The pilot is Second Lieutenant Eros Alrescha. She is the sister of the Type-A pilot First Lieutenant Aphrodite Alrescha.



◆ Virgo



Area: 01-B

One of the pseudo-ZODIAC weapons belonging to the Global Unified Army.

An agile high-speed fighter, specialized for combat in atmosphere. It is well-balanced with multiple weapon types that function in high-speed combat. It can also mount energy bombs beneath its fuselage, for use as a bomber.

Its pilot is Captain Spica Astrea, nicknamed Spica the Reaper.

◆ Taurus

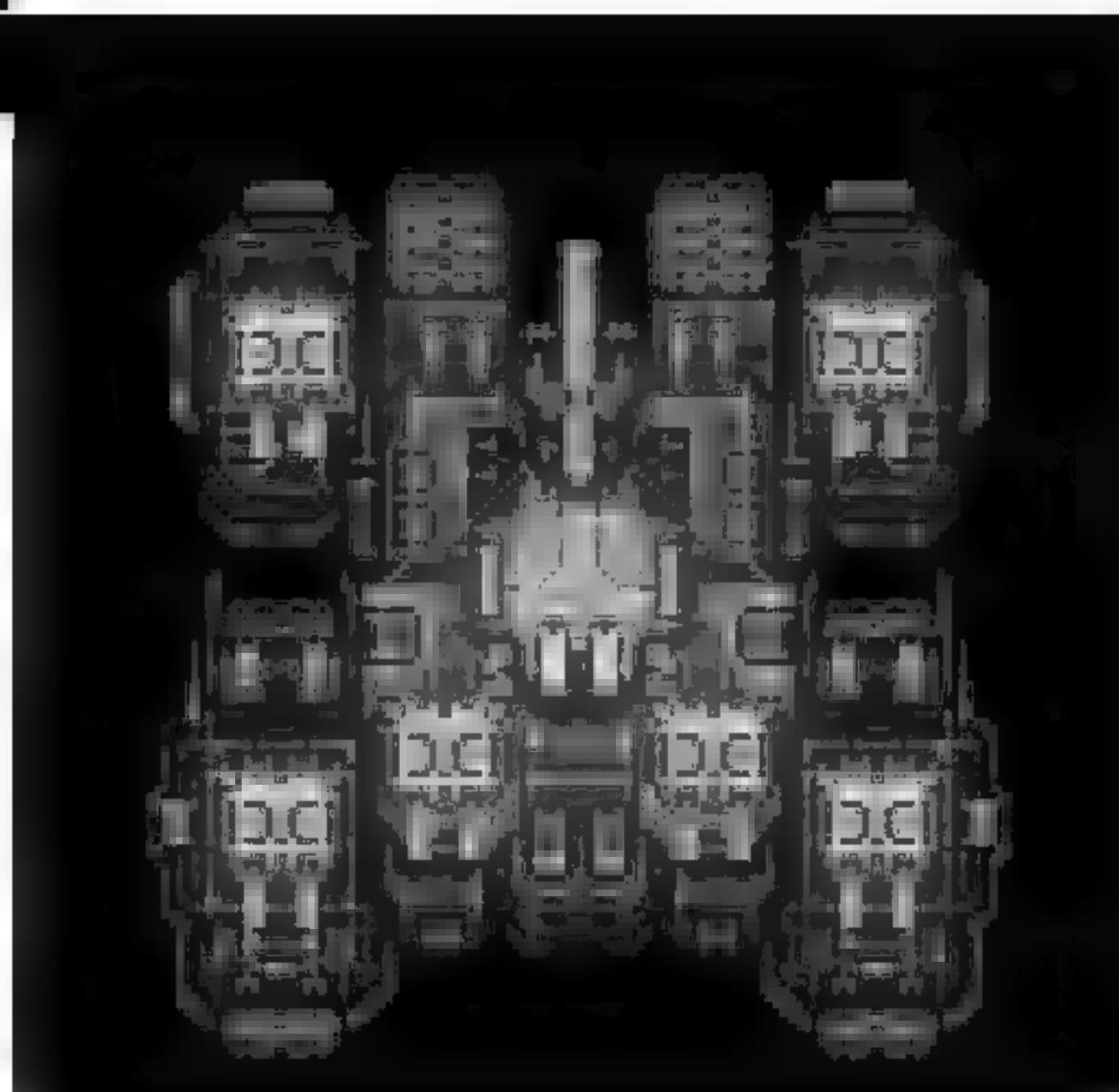
Area: 02-A

One of the pseudo-ZODIAC weapons belonging to the Global Unified Army.

A large tank, stationed on the floating base that is under construction. It is a mobile fortress, meant to defend the base and destroy enemy units. It features automatic turrets and a mounted buster cannon, making any approach difficult, even under normal conditions.

However, it uses caterpillar tracks as it is designed to carry its heavy weight across rough terrain. For this reason, it is slower and less mobile than other self-propelled weapons.

Its pilot is Major Elnart Aldebaran.



◆ Scorpio

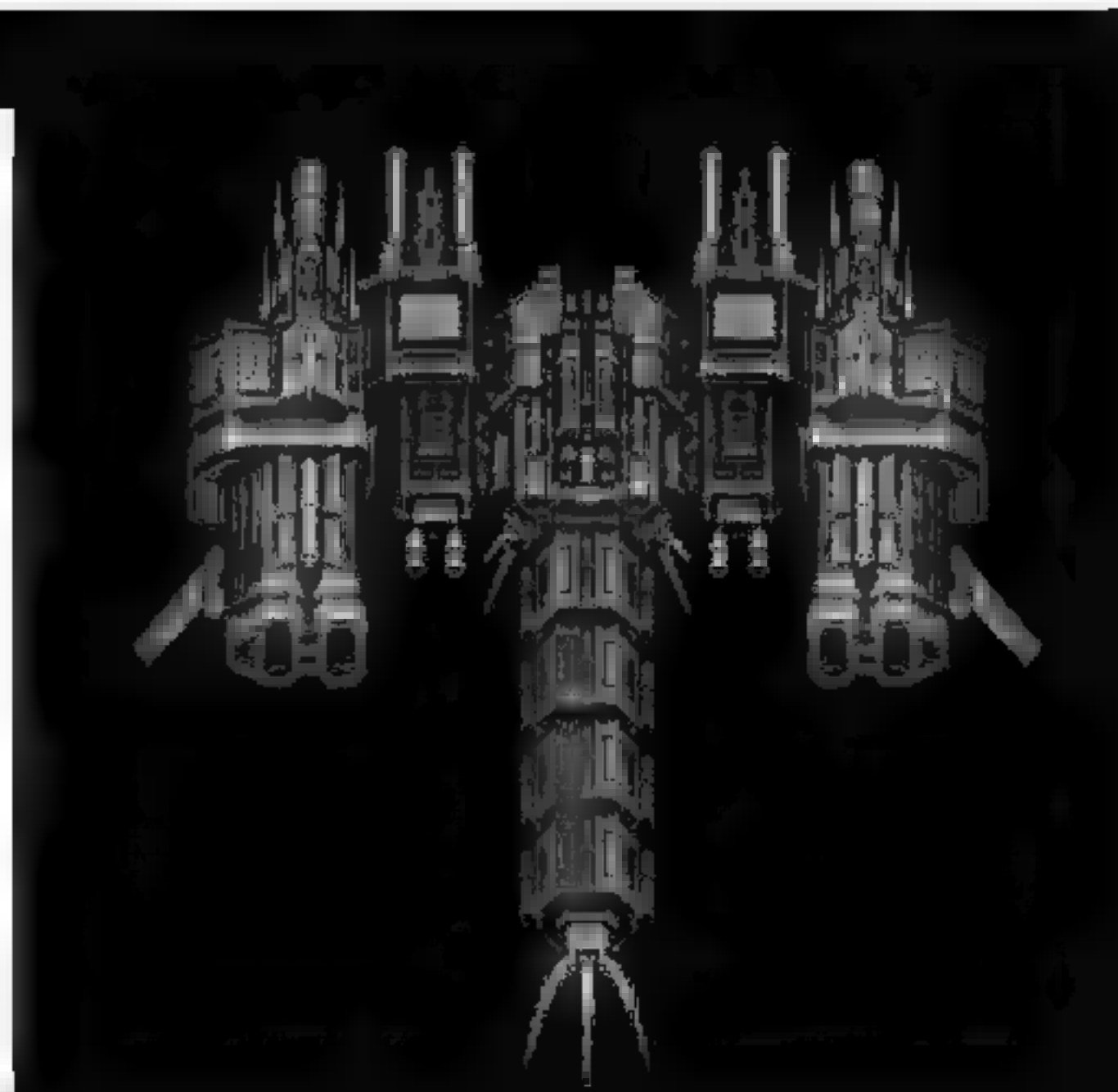
Area: 02-B

One of the Global Unified Army's pseudo-ZODIAC weapons.

A mobile fighter intended for space combat. Its distinctive "tail" houses multiple weapons, and it is equipped with ■ high-speed, automatic laser and spread bombs.

With the Orbital Passage still under construction, the gravity control is incomplete, but the Scorpio was deployed there, because its large Vernier thrusters enable vertical travel.

Its pilot is Captain Maui Antares.



Area: 03

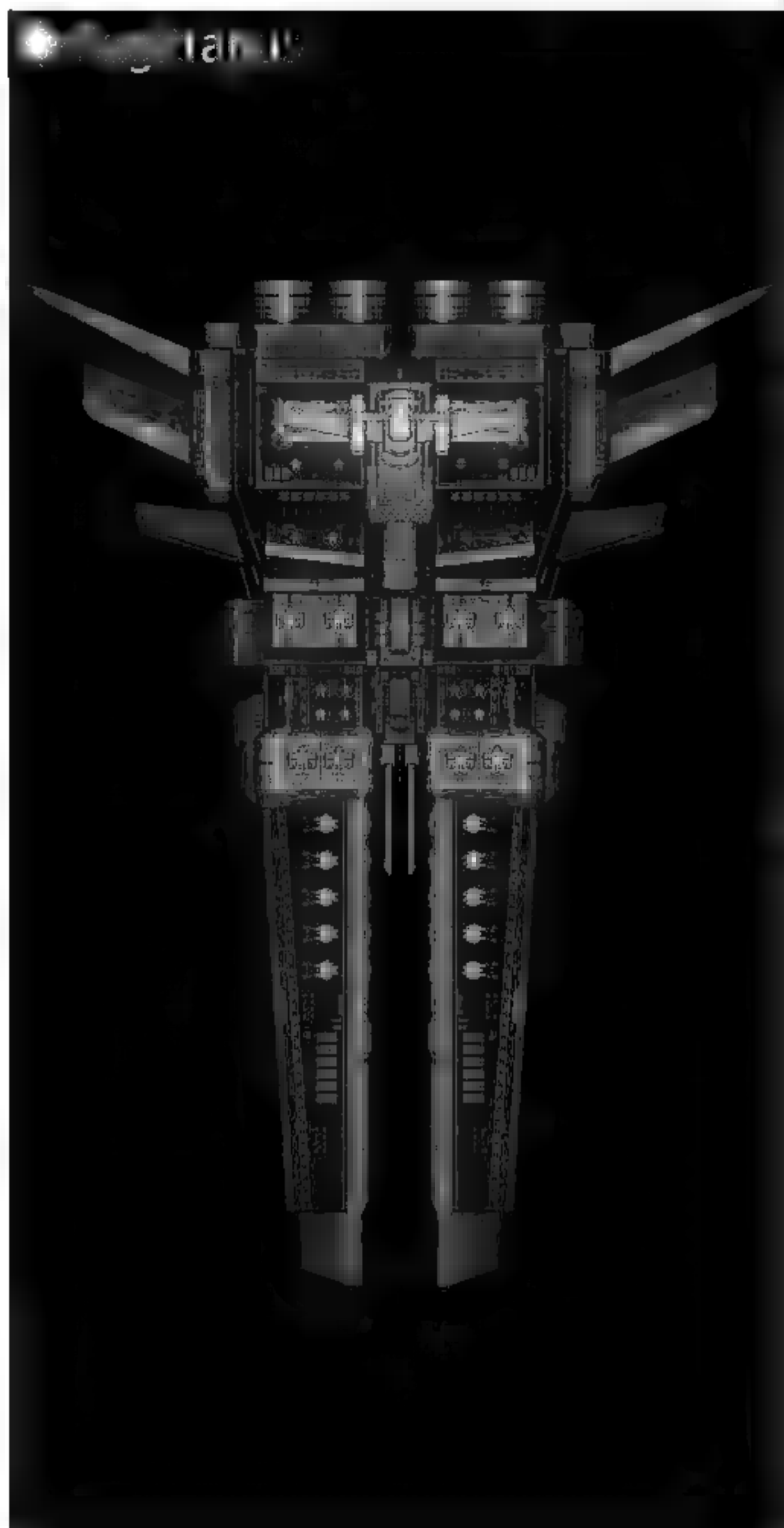
One of the Global Unified Army's pseudo-ZODIAC weapons.

The Sagittarius is the flagship of the Meteor Fleet. The Meteor Fleet had arrayed itself to counter the Raiwat invasion, but it was attacked by the Phoenix, surprised while having its weapons systems refitted.

The Sagittarius is equipped with ■ high-output compressed particle beam known as the Arrow of Sagittarius, but aiming it requires the ship to switch into charge mode. It can channel its power to its main gun, but this creates problems with its defenses. This is ■ serious issue for its defensive system, and the Meteor Fleet plays a large role in protecting the ship.

Due to the refitting, many of its weapons were non-operational, but the power of its main gun rivals that of an original ZODIAC, and it carries the pseudo-ZODIACs Gemini and Cancer, as well.

The fleet commander is General Chiron.
The captain of the Sagittarius is Commodore Pholus.



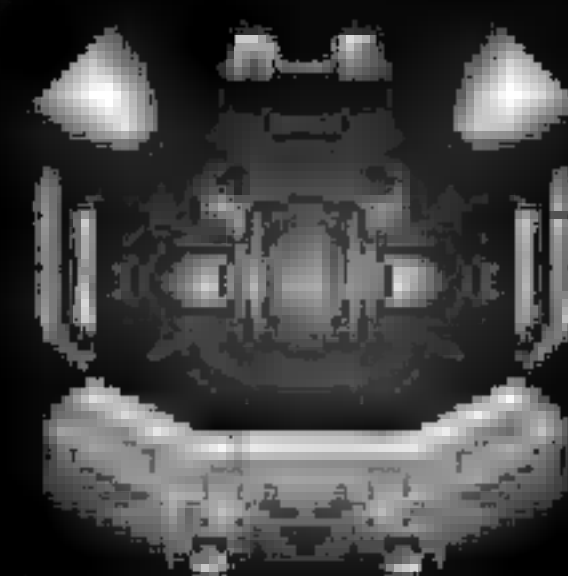
◆ SP51-GE-W01 W02 Gemini (Type-M, B)

Area: 03

Two of the Global Unified Army's pseudo-ZODIAC weapons. It is actually a pair of weapons, with the Type-M emphasizing defense and the Type-B emphasizing offense. The Type-M's shield is capable of electromagnetically dissolving photon attacks, while the B is highly mobile and equipped with a variety of weapons.

They are capable of functioning independently, but are far stronger when docked together, though at the expense of mobility.

The pilot of the Type-M is Lieutenant Colonel Pollux Dioscuri. The Type-B pilot is Lieutenant Colonel Castor Dioscuri. Like the Alrescha sisters, they are siblings, but unlike the Alreschas sisters, they don't get along.



◆ MUSTACH COSMIC Cannon

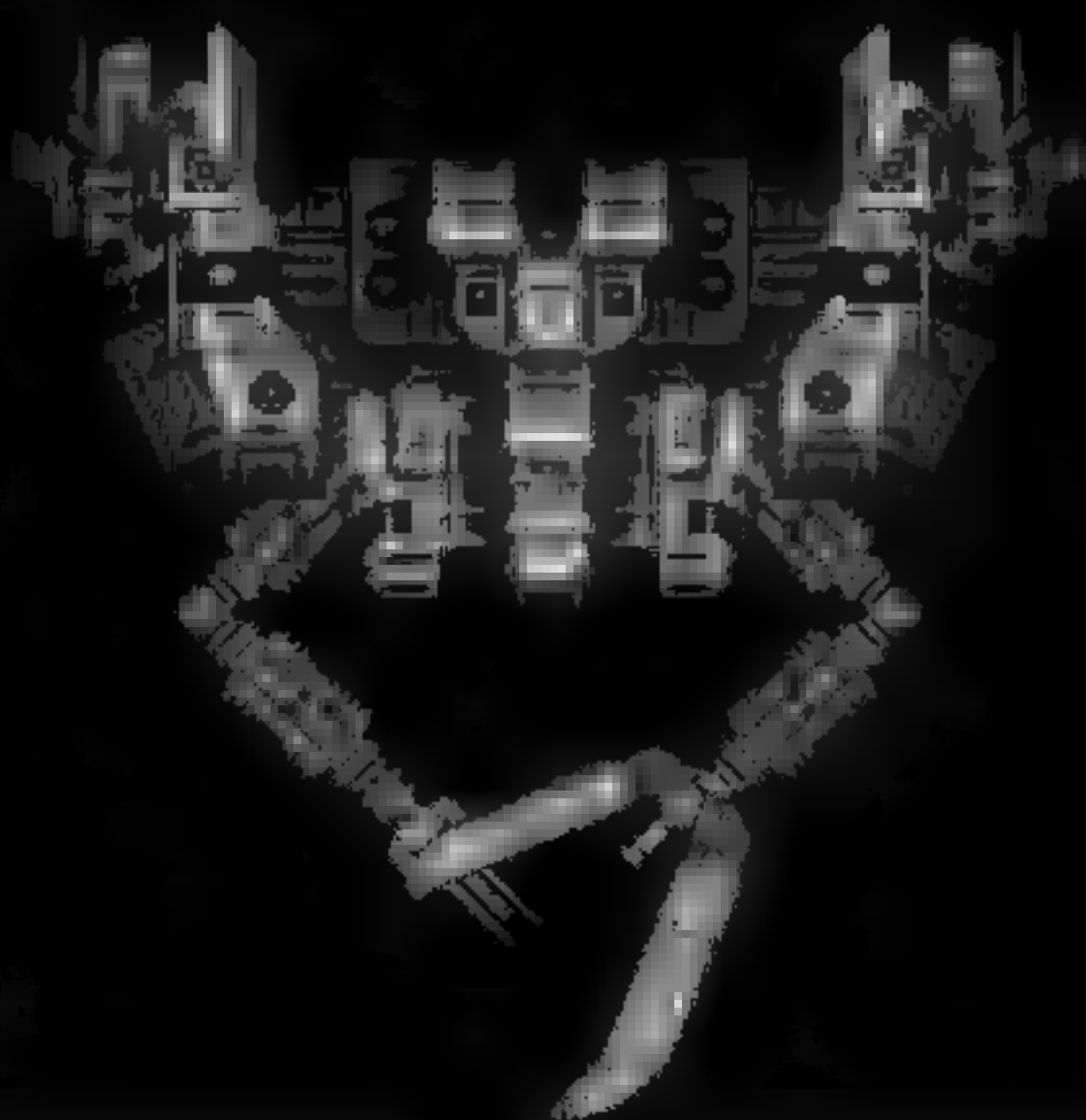
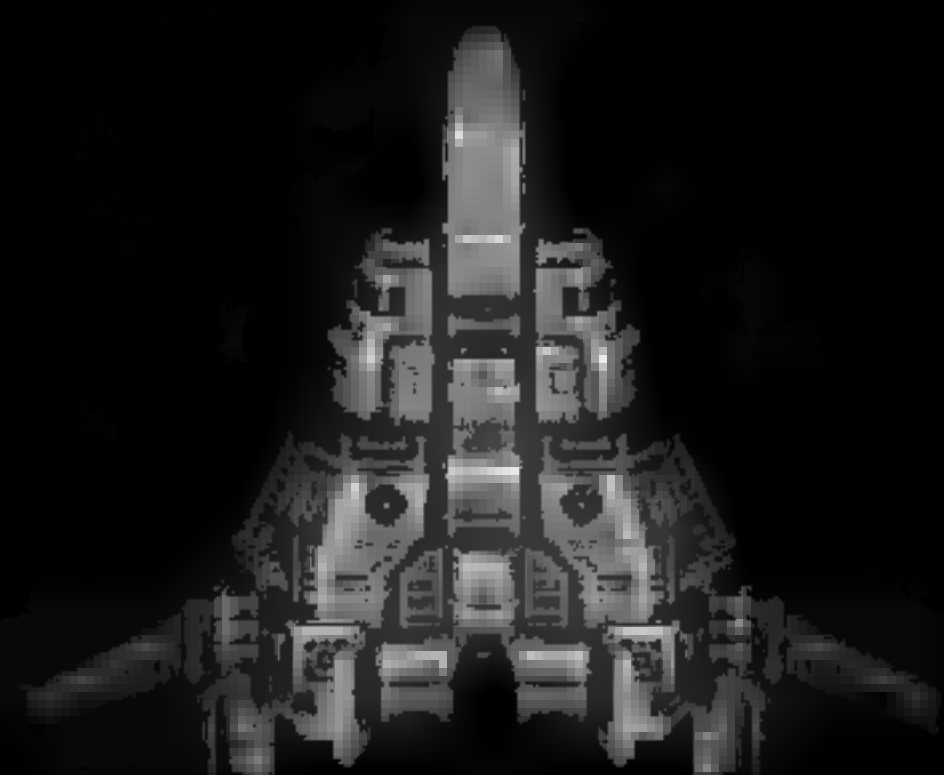
Area: 04

One of the Global Unified Army's pseudo-ZODIAC weapons.

A craft specializing in sub-light speed combat. It can switch between flight mode, which is tailored to sub-light speeds, and a fighter mode that sacrifices speed for firepower.

In fighter mode, its front buster cannon becomes a pair of arms, meant for close-range combat. Additionally, it can unleash the many cannon turrets mounted on its fuselage; it is capable of laying down curtains of bullets that are fearsome to behold.

Its pilot is Colonel Acubens Al-tarf, nicknamed 'Bone Snapper' Acubens.



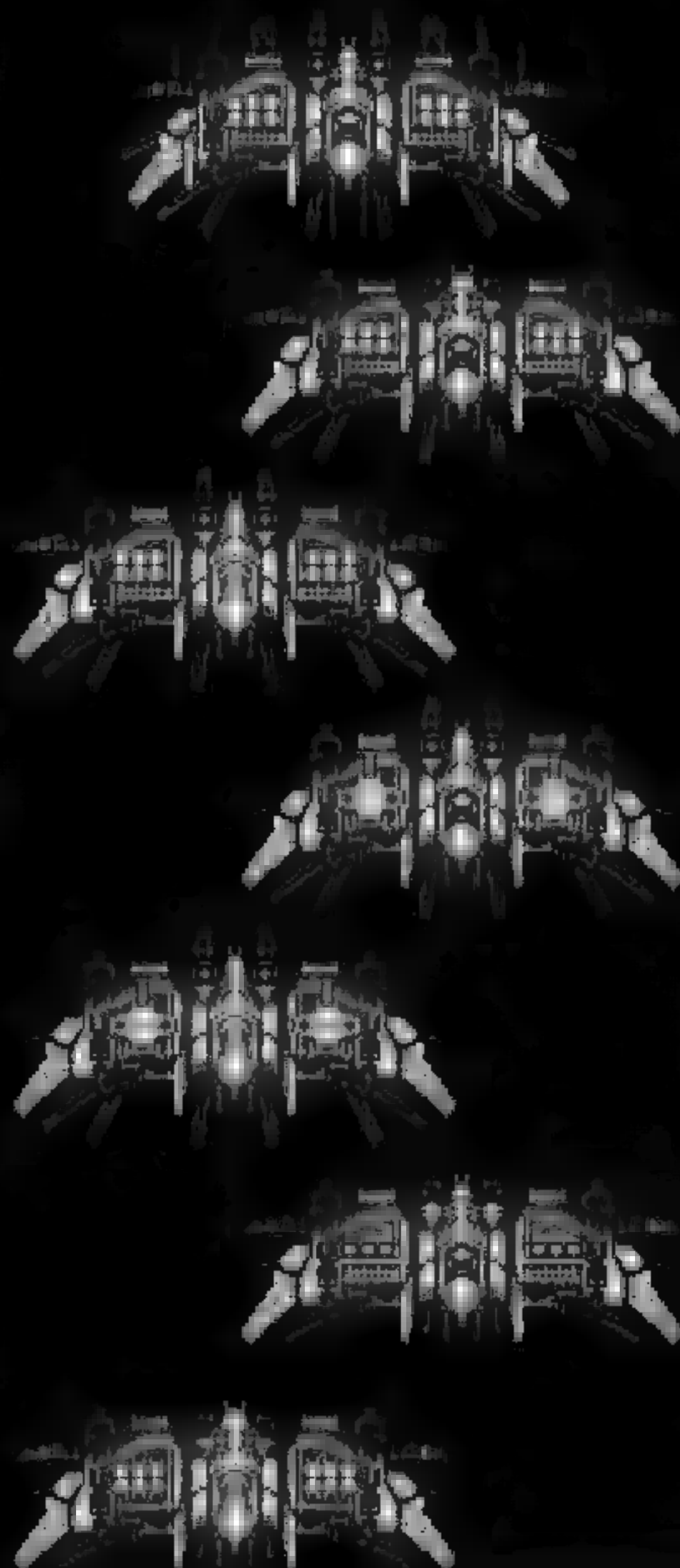
◆ Elite Base Buster

Area: 05

The Raiwat base-assault force, AKA the Knights of Enropi. A squad composed of seven fighters, they destroyed the Global Unified Army's Meteor Fleet to take control of the stratosphere.

Each of the seven ships has a different weapon loadout. In combat, they operate in pairs, with the Command Unit functioning as a control tower. All are unmanned, AI-operated craft.

Their names are Dena, Jeanne, Chloe, Wendy, Annie, Abby, and Nikki.



◆ Ophiuchus

Area: 06

Part of the fleet sent to observe the fight between the Raiwat ZODIACs and the Ophiuchus.

The ship that appears in-game is tasked with monitoring the ZODIAC Virgo. Its ship design is based upon a shield and features strong defenses.

It is a small ship, but carries photon weapons on par with those of a large battleship. To maintain its small size, it has no physical weapons.

It is piloted by Saegusa Hideshi.

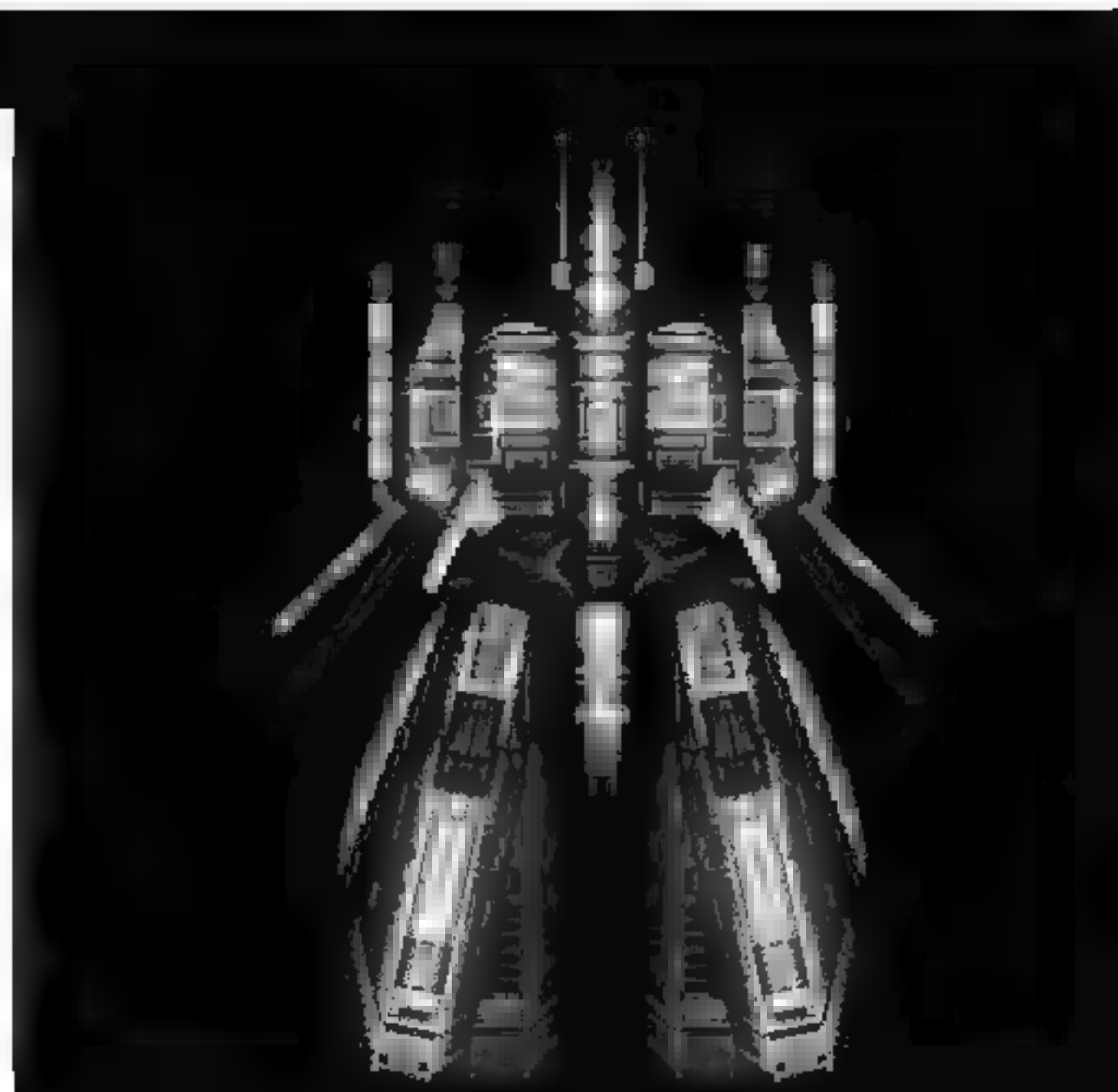


◆ ZODIAC Virgo

Area: 07

One of the Raiwat Army's ZODIAC weapons and one of the weapons that once devastated the Raiwat home world. Sent with the first wave of Raiwat forces, it intervened in the skirmish between the Phoenix and the Cancer, drastically altering the course of the war.

While it is capable of following orders, most decisions are made by the ZODIAC Core's autonomous, biological components. The core itself made the decision to go to the ALLTYNEX ruins, in the underground area of old Aeneas. Once the battle begins, the Virgo Core awakens and brings its overwhelming firepower to bear against the Phoenix.



◆ Brain Fusion Theory-based Weapons of Mass Annihilation KAMUI

Area: Final

Weapons that use Brain Fusion technology, employed by the Gehenna Church. These weapons utilize brains with exceptionally high levels of psychic powers as put forward in Xaffiquel De Alice's Brain Fusion Theory. They are unmanned and directed by autonomous retaliation systems.

The Neural Nest Network deployed KAMUIs #5 through #8. The Phoenix destroyed KAMUI #5, and the ZODIAC Scorpio destroyed KAMUI #6. KAMUIs #7 and #8 were activated when the auto-retaliation system detected the fight between the Phoenix and the ZODIAC Libra. And a three-sided battle ensued.



◆ ZODIAC Libra

Area: Final

One of the Raiwat Army's ZODIAC weapons and one of the weapons that once devastated the Raiwat home world.

The last of the twelve ZODIAC weapons. It has a self-righteous personality, and when it sights the awakened Ophiuchus, it opens fire without hesitation to prove the righteousness of its actions.

The Raiwat have already begun their withdrawal by the time the battle begins and they never see how the fight ends.



Mecha

GLOSSARY

Definitions and explanations of common terms in the world of RefleX.

◆Asclepius

The counter-ZODIAC device, the ZODIAC Ophiuchus was designed with every eventuality in mind. Part of this was the creation of a multi-layered sealing system that would automatically activate once it had fulfilled its purpose. At that point, the Asclepius activates and the Ophiuchus sleeps, praying that this peace will continue forever.

◆ALLTYNEX

The stellar-class all-purpose administrative computer that was the Earth's de facto ruler throughout the AD era.

◆Apocalypse Buster

Constructs an Apocalypse Model that acts as a particle decay catalyst, concentrating the generated energy into ■ weapon. The ZODIAC's ultimate weapon. Theoretically, it is capable of even destroying reflector shield particles, but this would be difficult due to the inherent stress of sustaining the Apocalypse Model. It is assumed that the huge risks involved mean very few of the ZODIAC Cores choose to use this weapon.

◆Artemis

Capital of the Erda Union, home nation to the Global Unified Army.

◆Cancer

The Area 04 boss.
See "Cancer" in Mecha.

◆El Serpent

Successor to the original Serpent. Said to herald the wrath of God. Controlled by an AI chip, it has no pilot. Boasting ■ spatial-distortion EM field, it held its own for quite a while against the ZODIACs.

◆Energy-Winged Phoenix

The Earth term used for the Phoenix once it manifested energy wings. Church of Gehenna converts worshiped it as a god. After deriding it as a devil became more commonplace, its new designation was Winged Menace #0. The Raiwat called it the ZODIAC Ophiuchus.

◆Enropi

The Area 05 boss.
See "Enropi" in Mecha.

◆Erda Union

A new national union, formed after the ALLTYNEX War from the New Unified Government. An extremely militaristic group, it maintains the Global Unified Army to enforce its will. Its leaders rule with an iron fist.

◆Gehenna Church, Order of the Holy Snake

The religious organization backing Valkyness. Their primary teaching claims: "An angel in the form of a white snake will save the Earth, and God will descend to the Holy Land." In actuality, though, the Church wants to use its own military force, the White Snake Angels, to control the world. Rich and powerful, they support many resistance organizations. With the world's present state and their teachings, they have gained many believers. But not all Valkyness members are believers. After the Rasterson Treaty disbanded the Global Unified Army, the Church rose to power as the primary resistance force against the Raiwat. Many from Valkyness and the Global Unified Army joined at that time.

◆Gemini

The Area 03 boss.
See "Gemini" in Mecha.

◆Global Unified Army

The Erda Union's military force. It performs the union's military invasions.

◆Guehala Dennis (Professor Dennis)

A professor of engineering who worked for the Global Unified Army, overseeing many of their weapons designs. Having joined to find the secrets known only to their upper brass, he succeeded in doing so, after much effort. He left afterwards to join Valkyness.
See "Professor Dennis" in Characters.

◆KAMUI

Boss craft in the Final Area.
The successor craft to the El Serpent, its name "KAMUI," means "Wrath of God." Information on Units #1 through #4 has been hidden, and no records remain.
See "Kamui" in Mecha.

◆Libra Core

One of the ZODIAC Cores, also known as Zuriel. Developed by the ancient Raiwat, it contains the personality of the Raiwat who bio-dived into it. It is cautious, but at times can be quite bold. This is apparent in its willingness to use the dangerous Apocalypse Buster.

◆Maui Antares

Pilot of the Scorpio. Ranked Captain, he is a former nobleman, as well as a gentleman. With Spica, he is one of the Global Unified Army's great hopes. He dies in combat against the Phoenix.

◆The Meteor Fleet

The Global Unified Army's space fleet. Its flagship Sagittarius consists of fifty-two missile-bearing ships and sixty-three ships equipped with lasers. Professor Dennis originally proposed its use to fight the Raiwat Army.

◆Neural Nest Network

A combat information system, the core of which was the auto-retaliation system, developed by the Global Unified Army. After the Raiwat attack pushed Gehenna to the brink of destruction, they were forced to take ■ portion of the existing network, then isolate and reactivate it.

◆Ophiuchus Core

Developed by the ancient Raiwat, it is one of the ZODIAC Cores, and is also known as Satariel. Sei Yuda, ■ powerful psychic priestess of the Yuda Clan, bio-dived inside it. During the ALLTYNEX War, it entrusted its hopes to Professor Dennis. In the battle against the ZODIAC Virgo, it awakened as the Phoenix's pilot died.

◆Orbital Passage

A gravity-manipulating Orbital Passage, under construction by the Global Unified Army. Its internal structure is currently exposed, and its interior is empty. When complete, it would function as ■ transport hub, carrying all types of materials to outer space.

◆Phoenix

An all-purpose fighter used by Valkyness. Mass-produced units are blue, and the leader unit is red. The leader unit with a shield is the Phoenix Mk II, the craft piloted in this game.
See "Phoenix" in Mecha.

◆Photon Blaster

A photon weapon, also known as the Lightning Blast. Photon particles react with a special particle wave, becoming directional beams that can penetrate Photon Reflector Shields. Developed as a weapon against the ZODIACs, only the Ophiuchus can use it.

◆Photon Reflector Shield

A shield system developed by Professor Dennis. However, the only one capable of completely reflecting photon-based weaponry was the prototype he developed. However, the mass-produced systems later installed on many all-purpose crafts caused enemy fire to lose a good deal of power when reflected.

◆Photon Reflector Theory

A theory whereby particle acceleration constructs a spatial barrier field. Any photon energy interacting with this barrier will reverse vectors. Changes in spectral frequency and energy wavelength during the process often cause the reflected energy to undergo a red shift.

◆Pisces

The Area 01-A boss.
See "Pisces" in Mecha.

◆Raiwat

Aliens from the planet Raiwat, in the Hodzenia star system. Although once physiologically identical to humans, they evolved into bestial forms to survive their planet's shattered environment following the devastation caused by the ZODIACs.

◆Rasterson Treaty

The treaty signed between Valkyness, with the Erda Union, and the Raiwat Army. However, since those who disagreed joined the Gehenna Church, it had no practical value.

◆Sagittarius

The Area 03 boss.
See "Sagittarius" in Mecha.

◆Scorpio

The Area 02-B boss.
See "Scorpio" in Mecha.

◆Scutum

The Area 06 boss.
See "Scutum" in Mecha.

◆Serpent

The white snake, believed to be a servant of God. Also the name for Gehenna's next-generation all-purpose fighter craft, replacing the older Phoenix. The only model with a man-made core was destroyed with Professor Dennis on the battleship Ophiuchus, and mass-produced Serpents have no reflector shields. While far outclassing the Phoenix in functionality, it is helpless against a ZODIAC weapon.

◆Shield Shot System

Commonly abbreviated "SSS," or called the Shot Shield System. It is often mistaken as a reference to the Photon Reflector Shield system, but in fact, this general term refers to craft that use core-based energy to power both shields and guns.

When the shield is not deployed, it can redirect that power to the weapons to fire more powerful shots. When energy is depleted by the shield, the shot power cannot be increased until the energy has recharged.

◆Spica Astrea

The Virgo's pilot. Ranked Captain, she survives countless fierce battles, earning her the nickname of Spica the Reaper. After losing her Virgo to the ZODIAC, she becomes the Serpent's Angels' ace.
See "Spica Astrea" in Characters.

◆Taurus

The Area 02 boss.
See "Taurus" in Mecha.

◆Theta Sculapiu

Originally the pilot of Red Phoenix 1. Spica's rival, he is the ace pilot of the Valkyness. His father is High Priest of the Gehenna Church, and Theta himself is a fervent believer. Meant to pilot Serpent-1, the only model to be equipped with an artificial core, he died before he could ever take off.

◆Tsukikagerou

Commander of the Raiwat Drone Army and Counter Ophiuchus Unit.
See "Tsukikagerou" in Characters.

◆Valkyness

A resistance group formed to counter the Global Unified Army. This large group was founded by several nations that banded together to resist the Erda Union. Backed by the Gehenna Church, it was powerful enough to fight the Global Unified Army. However, it began to steadily lose ground in the war as many of its resource excavation sites and other major bases were captured by the Global Unified Army.

◆Virgo

The Area 01 boss.
See "Virgo" in Mecha.

◆Virgo Core

One of the ZODIAC Cores, also known as Hamariel. Developed by the ancient Raiwat, it contains the personality of the Raiwat who bio-dived into it. It is playful, cruel, and capricious, but surprisingly, it panics very easily. It is thought that the ZODIAC Virgo Core was the first of the ZODIAC Cores that went out of control in ancient times.

◆Winged Menaces

The common Earth term for the ZODIAC weapons. The ZODIAC Virgo was called Winged Menace #1. After that, they were named #2, #3, etc., in order of appearance.

◆Xaffiquel Theory

A theory proposed by Xaffiquel De Alice. Also known as Brain Fusion Theory, it was heavily criticized after its publication, but Xaffiquel's research was secretly supported by the nation of Addis.

◆ZODIAC Core

Created by the ancient Raiwat, these are glowing objects whose internal workings are unknown. Capable of producing near-infinite energy on their own, their computers can perform both discrete and fuzzy calculations. Their biological components are sentient, reflecting the personalities of those who bio-dived into them. Thirteen ZODIAC Cores were created.

◆The ZODIAC Disaster

The prophecy Professor Dennis received from the Ophiuchus Core that foretold the Raiwat invasion.

◆ZODIAC Libra

The boss of the Final Area.
See "ZODIAC Libra" in Mecha.

◆ZODIAC Ophiuchus

Its original form was similar to that of the other ZODIAC weapons, but during the AD era, the body was lost and its core went missing. When Dennis later discovered the Ophiuchus Core, he hid it within the Phoenix.

◆ZODIAC Virgo

The Area 07 boss.
See "ZODIAC Virgo" in Mecha.

Spica-chan, the Raiwat Army
will invade in two days!

My psychic powers!

How do you know that, Sei-san?

Rea~lly?





神威

KAMUI

Set on several thousand years the events of RefleX. The Great War of the old world the humans forced rebuild Remnants of the civilization were called 'Old World Artifacts' needless broke out for of them. As reach extended toward the orbital Mechanized KAMUI In this new invaders that had been left on Earth war come to coexist with mankind of a common occurence.

STORY

■ Final Chapter: Awakening ■

I can't see anything. I can't hear anything. I can't feel anything. Am I floating? Waking up? How long have I been asleep? Where am I? What am I doing here? Who am I? I can't remember anything. In darkness too black even to see herself, the girl's heart shudders in loneliness. As she trembles with fear over her lost memory, she hears ■ voice in her mind. "Someone is calling me." She sets out in search of the voice, the only lead she has to cling to.

In the heat of battle, her memories return. And in the sadness of the end, she finds peace...
"This is for the best, papa... You must have been so lonely. You must have been so sad. Let's die together..."

■ Chapter 1: Research ■

The psychological research laboratory at the world-famous University of Lykeion had a frequent visitor. His name was Xaffiquel De Alice. A recognized genius at an early age, he had graduated from university at age 15. Later, he spent his time in the university labs, working night and day on his research. He specialized in genetic engineering, but eventually became interested in psychology and began to frequent the lab of the famous psychologist Professor Norman.

The following year, he announced a new paper, positing the existence of the "self" after fusion on a genetic level. The paper proposed a hypothetical Human A, whose brain was fused at the genetic level with Human B's brain. Would the resulting brain think A's thoughts or B's? Given the technical unfeasibility of this experiment at the time, it was met with laughter.

But the laughter turned to horror when Xaffiquel performed his first experiment, inciting complaints from both ethical and religious standpoints. However, his experiments continued and he began to work on increasingly intelligent animals.

■ Chapter 2: Secret Deeds ■

Xaffiquel had won numerous awards for his papers and research over his lifetime, but all of the respect he had accumulated crumbled away as he continued his insane experiments. Eventually, he ceased publishing papers and disappeared. For a while, rumors circulated that he had committed suicide or had been committed to ■ mental institution, but over time his name vanished from memory.

But while the Lord taketh away, He also giveth. And when He won't, the devil will.

A secret government research institute had taken an interest in Xaffiquel's work. Officially, the institute did not exist, but it existed all the same and its name was Addis. Addis was tasked with selecting or perhaps creating genetically superior humans, with the intention of artificially evolving humanity in preparation for an impending disaster. The objective was to weaponize the results of their research. Addis had access to research facilities and equipment surpassed even the most cutting edge of universities. Xaffiquel joined them gladly and resumed his research there.

■ Chapter 3: Discovery ■

His research had hit ■ dead end. Fused brains consistently rejected one another, dying minutes after fusion. For the short time that they did survive, they never demonstrated the hypothesized abilities. Numerous approaches to the research were tried and he even tried using ■ man-made brain as the brain core. In these cases, rejection was less frequent, but they never achieved the degree of cognition that was hypothetically possible by fused brains. However, brain fusion with an artificial brain was ■ simple way to create powerful computers, and these were used as weapon cores.

But something was still missing. He eventually discovered the reason for the failures: the consciousness of each brain would reject the thoughts of the other. For the experiment to succeed, the core brain had to be strong enough to process the thoughts of the fused brain. But what kind of brain could that be? It had to be a brain that was able to fulfill the missing factor. It was a long time before they found the answer.

The research moved far beyond the original question of, "in a fused brain, half original does the thinking?" It became ever more cruel and brutal. Until at last, Xaffiquel found the brain capable of being ■ core.

■ Chapter 4: Family ■

Committed to his research work as he was, Xaffiquel was the ideal husband and father in his home life. During his university days, he had married a female researcher who worked at the same laboratory. At first he had married to avoid the stigma of being single, but as his deranged research progressed, his wife became one of life's few sources of peace for him, and he fell deeply in love with her. Ten years into their marriage, their daughter, Panaffil, was born. Both parents loved her very much. They officially changed their identities and lives to allow Xaffiquel to continue his underground research unimpeded, but they lived contentedly.

■ Chapter 5: Insanity ■

The necessary component for successful brain fusion had finally been found: ■ brain with psychic ability. In this era, approximately 0.0002% of all children had psychic power, so the experiment subjects inevitably shifted to become children. Addis would abduct children found to possess the ability and have their families killed. Both the the organization and the national government deemed these sacrifices was necessary for the sake of the future of mankind.

But Xaffiquel was filled with dread when he discovered his daughter, Panaffil, also possessed this ability and the type of brain required for Brain Fusion experimentation. Panciking, Xaffiquel did everything he could to hide this discovery from Addis, but he could not escape the army's spies, and his daughter was taken away and his wife wife killed.

Xaffiquel began to regret what he had done, but it was too late. He wanted to refuse any further experiments, but ironically, his daughter's psychic capability was beyond anything that had ever been seen, and it was clear that the experiments would proceed, with or without his participation.

■ Chapter 6: The End of the Beginning ■

Xaffiquel came to hate the world and to hate himself. To destroy the world, he planned to transplant his own brain into the core of ■ mobile weapons platform. Against the odds, both his plan and Brain Fusion procedure were successful. And as if fate were intervening, at the same time, a large scale rebellion broke out, which made the secret development of the weapon easier. But when it was complete, he refused to activate it. His love for his daughter, Panaffil, stopped him. And so, he made her the key to the mobile weapon platform and went to sleep beside her.

Perhaps, even in these mechanical bodies, being with her forever was happiness enough for him.

GAME SYSTEM

An explanation of the game system of KAMUI.

◆ Game System

This game uses both high and low ground. For this reason, you should choose your weapon based on the heights of your craft and your enemies. Normally, there are three types of weapons.

■ Normal Attack (Button 1)

Effective against on enemies at the same altitude. Weak, but can be made more powerful by picking up items. The number of shots that can be fired is limitless, and can be done automatically. Shots begin at level 1, and can be powered up to level 8. Power-ups increase the shot speed, power, and number that can be fired at once.

■ Power

| Level | Left | | Center | | Right | |
|-------|------|----|--------|----|-------|----|
| 1 | -- | -- | 16 | -- | 16 | -- |
| 2 | -- | -- | 17 | -- | 17 | -- |
| 3 | -- | 04 | 17 | -- | 17 | 04 |
| 4 | -- | 05 | 18 | -- | 18 | 05 |
| 5 | 03 | 05 | 18 | -- | 18 | 05 |
| 6 | 03 | 06 | 19 | -- | 19 | 06 |
| 7 | 03 | 06 | 19 | 08 | 19 | 06 |
| 8 | 04 | 07 | 20 | 08 | 20 | 07 |

*The mass-produced type powers up two grades per power-up item collected.

(The intervals go from level 1 -> 3 -> 5- >7 -> 8.) Also, even after powering up, it still cannot fire the two shots on the sides.

■ Firing Speed

Shots fire every 5 frames automatically by holding down the fire button. Speed is not dependent on shot level.

*The mass-produced type fires every 5 frames.

■ Other

Each time your craft is destroyed, you lose two levels of shot power. Only the mass-produced craft receives points for hitting enemies (10 points per hit).

■ Lightning Blast (Button 2)

Effective on enemies at lower altitudes than your craft. Powerful, but depletes the green gauge in the lower left. A maximum 16 Lightning Blasts may be launched at once, depending on the strength of the gauge. Lightning Blasts auto-target and auto-track enemies. If ■ blast destroys an enemy, a bonus of [Base enemy score x Number of blasts] is awarded. The green gauge fills automatically over time. Also, if you stop firing normal shots, it will recover more quickly. By holding down the lightning button, you can hasten its recovery even more.

■ Power

One Lightning Blast does 20 damage. It deals damage for every frame of contact, so it can have very positive effects. The Type-2 and mass-produced type have equal power.

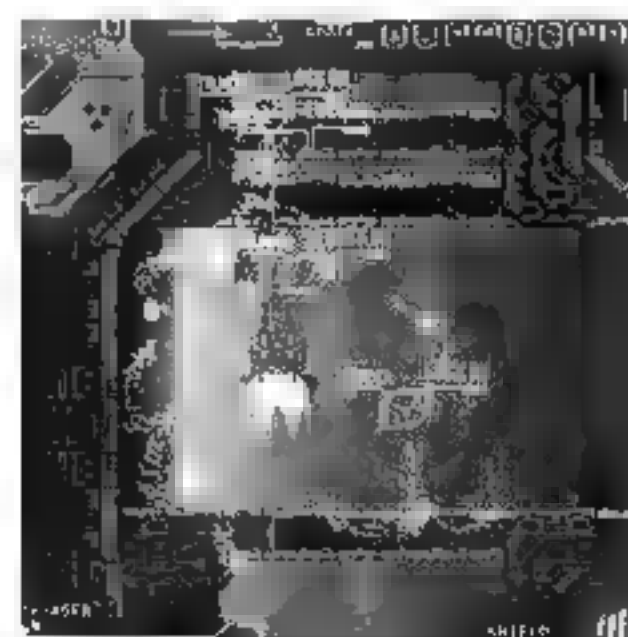
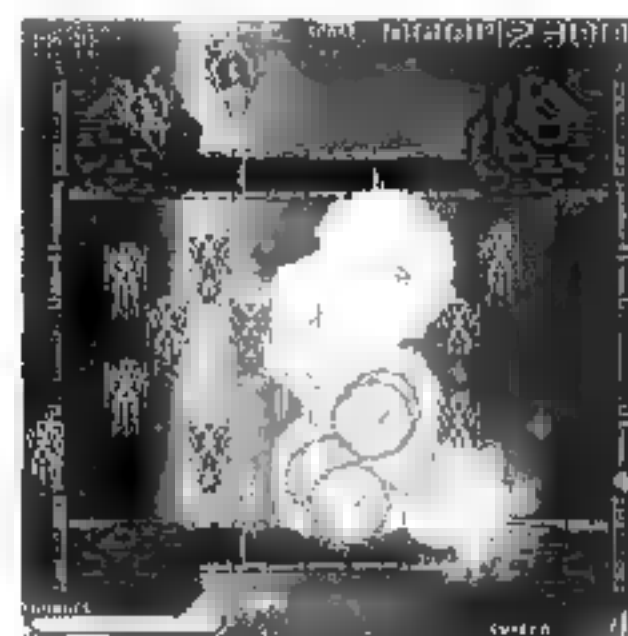
■ Simultaneous Firing

When the gauge ■ maxed, up to 16 Lightning Blasts can be fired.

*The mass-produced type maxes at 12.

■ Auto-Tracking Conditions

Three frames after firing the Lightning Blast, it will search for an enemy and select the one closest to its position, along the X-axis. When no enemy is found, it will continue to search forward. It may also bypass the nearest enemy and look for the one next-closest. Once it has locked on, it will pursue the enemy until it is destroyed or has left the screen. When this occurs, it will begin to search for the closest enemy again.

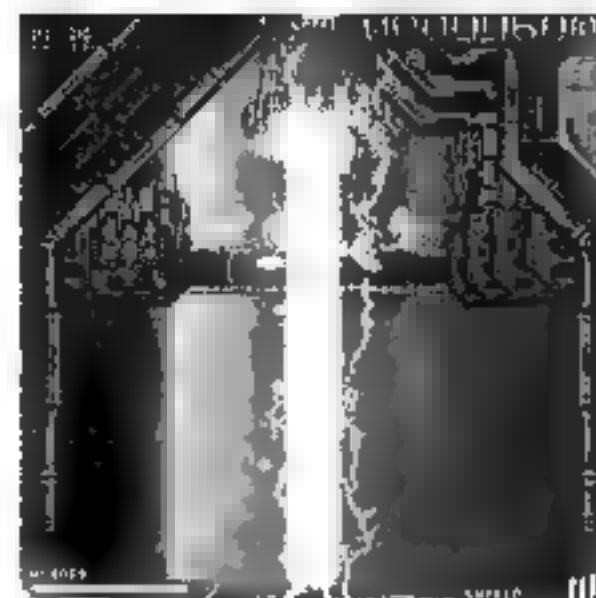


■ Other

When Lightning Blasts move, their angle of progression adjusts randomly. This means they may not always follow the same path. However, this adjustment is minor enough that they will always hit their target.

■ Lightning Katana (Button 1 plus Button 2, at one time)

Effective against enemies at your altitude. It is extremely powerful, and will annihilate enemy shots and lasers. When you use it, however, it will turn the green gauge in the bottom left red. When the gauge is partially red, the lightning charge is limited. When the gauge is totally red, it cannot be used. Your craft's speed will drop when firing this weapon. When the Lightning Katana destroys an enemy laser attack, it will generate ■ Return Shot that is effective against enemies at your altitude.



■ Power

The Lightning Katana does 18 damage, and 2 are fired at a time. Damage is dealt every frame.

*The mass-produced type does 2 damage per blast, making ■ extremely weak.

■ Return Shot Attacks

When the Lightning Katana destroys an enemy attack, a return shot attack will occur. The kind of return shot attack depends upon the type of attack destroyed. All return shot attacks are effective only at the same altitude.

| Type | Condition | Power | Note |
|------------------------|-----------------------------------------------|-------|----------------------------------------------------------------|
| Small Energy Ball | (normal shot destroyed) | | |
| Large Energy Ball | (straight laser or needle shot is destroyed) | 05 | Only does damage for 1 frame |
| Lightning - Non-guided | (curved laser or straight laser is destroyed) | 12 | Targets enemy and curves a random number of times. Non-guided. |
| Lightning - Guided | (guided laser is destroyed) | 12 | Targets enemy and curves ■ random number of times. Guided. |

■ Movement Speed

Your craft has a movement speed of 5 in all eight directions (number is in pixels, at 640 x 480 resolution). However, when using the Lightning Katana, speed drops to 4.

*The mass-produced type moves at speed 4, regardless of Lightning Katana use.

◆ Items

Each time you destroy 16 of a designated enemy type, a power-up item will appear. The count is primarily increased by destroying small enemies with your main shot. Every eighth time, a shield recovery item will appear. When a power-up is collected with your shot level at maximum (level 8), 10,000 bonus points will be awarded. When your shield is at maximum (9 bars), you will receive ■ 50,000 point bonus.

■ Unlocking the Mass-Produced Kamui

You can unlock the mass-produced Kamui by clearing the game on all difficulties (continues are permitted). When the conditions are met, press the right key before hitting "Deploy" on the title screen, to move to Mass-Produced Kamui Mode. The mass-produced Kamui is the level 4 boss, and was based on an early version of the player craft.

◆ Automatic Difficulty Adjustment

In other shooting games, the difficulty is adjusted automatically against remaining lives and player score. However, in Kamui, there is no automatic difficulty adjustment, and the difficulty remains constant, regardless of player ability. This ■ because, during development, we wanted complete control over the game's difficulty, and because we also believe that the largest factor in a game's difficulty is the player's play style. For the same reason, this game also features unlimited continues.

AREA INFORMATION

An introduction to the eight areas in KAMUI.

The game takes place on Earth, thousands years in the future..

Humanity had lost its 'strength'.

When they regained that strength, the curtain rose on another era of nightmares.

It had merely been sleeping...

AREA 01: "Launch"

The story begins at the ancient ruins of the orbital Mechanized Temple.

She suddenly wakes. An order sent directly to her brain.
is the only clue she has to follow.

The Mechanized Temple

The Mechanized Temple, which had slumbered for millenia, suddenly awakens
and KAMUI launches from its hanger in the upper section.

The Dholavira Empire seeks to claim ownership of the ruins
and its forces are stationed around it.

The Sea of Clouds – 24th Airspace

KAMUI descends from satellite orbit, through a sea of clouds and flies above a city.
As she flies through an area in the 24th Airspace the clouds thin out,
she encounters the Guardian Beast Souryuu.

AREA 02: "Phantom Rhapsody"

Dawn breaks as KAMUI advances through dark clouds.
Suddenly, the humans launch a fierce attack upon her.
But KAMUI #2 was among the most powerful of the old Earth machines,
and the human weapons fall, one after another.

Sea of Clouds, Above the Sino-Ankylosauran Road

She presses through thick clouds to the entrance of an underground city.
Beneath the clouds lies a vast forest and above it are countless floating rocks.
This is the special magnetic zone, where the Ankylosaurus once lived.

The Continent of Babylon

At the center of the myriad floating rocks is the continent of Babylon.

In the old world, it was a small but beautiful empire.
Now it is a human military base, filled with weapons.

AREA 03: Chasm

Beneath the thick jungle is the natural fortress Kouga.
Its cavernous mouth has been turned into a powerful citadel by human hands.

The Canyon Fortress

She descends through the narrow canyon, to make her way underground.
But the human attacks grow stronger, impeding her progress.

Waste Disposal Block

The air below the ground is befouled with pollutants, and the base no longer functions properly.

But this simply strengthens its defenses,
and the vicious spider that dwells there has suffered brain damage from the toxins.

AREA 04: "Eternity"

At the top of the duct, a gigantic, armored wall awaits her. In her mind, she hears the voice.

She has almost reached her destination.

The fragments of memories she sees in the battle make her uncertain.

The Layered City Aeneas

The underground city Aeneas is composed of multiple layers.

The people live in a vast space, with facilities every bit as good as on the surface.

KAMUI

An awful, but somehow familiar feeling. But she can't place it.

The craft was developed just like hers,
but was modified and given new life by human hands.

AREA 05: "Memories"

A huge tower at the center of Aeneas. This is the origin of the voice that she hears.
The uncertainty remains. But if she proceeds, she will learn something. She cannot turn back now.

Control Tower

She makes her way into the central tower that controls the vast city.
Squadrons of defenders rise up against her, over and over. Not far now.

Neural Nest

It showed her the memories of the past.

It showed her the tragedy of the past.

Now it shows her new memories.

Now it shows her ■ new tragedy.

And so she learns...

Who she is.

What she did.

And what she must now do.

She learns everything.

The Adjudicator awakens.

The root of all this evil.

The one she fears more than any other.

Shaking off her uncertainty, she goes about her original duty of her own will.



Area Information

AREA 06: Completion

Satellite Orbit

The unlock code sent from the Neural Nest awakens the slumbering Adjudicator.

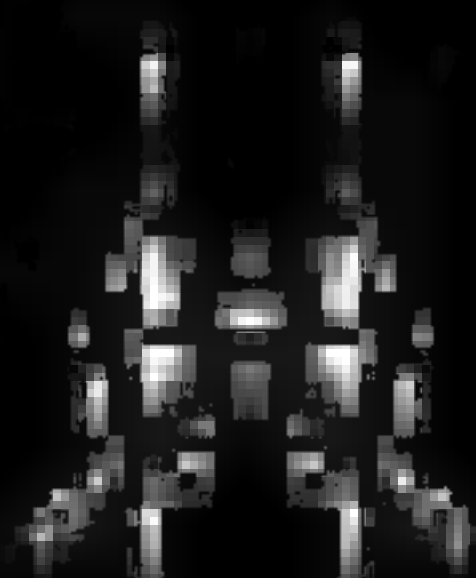
The Mechanized Temple crumbles away, revealing a massive weapon of destruction.

It is a legacy of terror, created and left behind by the old world.

MECHA

An introduction to the mecha in the world of KAMUI.

◆ The Twin Arms Instrument of Gehenna's Retaliation, "KAMUI"



A weapon developed by Gehenna during the last great war. It was deployed as part of the auto-retaliation systems created all over the world. KAMUI #2, the craft piloted in this game, was stationed in the orbital Mechanized Temple alongside with the Adjudicator. All of the KAMUI series fighters use Xaffiquel Brain Fusion Theory and only the most powerful of the test subjects. The brain used for Unit 2 was Subject Number 00098, Panaffil De Alice, the only daughter of Xaffiquel. Of the weapons created using Brain Fusion Theory, hers is the only one in which the subject retained its consciousness.

KAMUI uses high-voltage energy weapons that can be fired indefinitely without resupply. It uses a high-voltage physically deployed shield system for defense.

◆ Boss of the 24th Airspace, Souryuu

Area: 01

The Area 01 boss. A bio-weapon that defends the 24th Airspace.

The creature from which it was created is a mutant called an Ankylosaurus. The Ankylosaurus normally travels in packs, but the Souryuu was intended to operate independently.

The word Souryuu means "Azure Dragon", and there are a total of thirty-two colors of bio-weapon dragons protecting airspaces around the world.



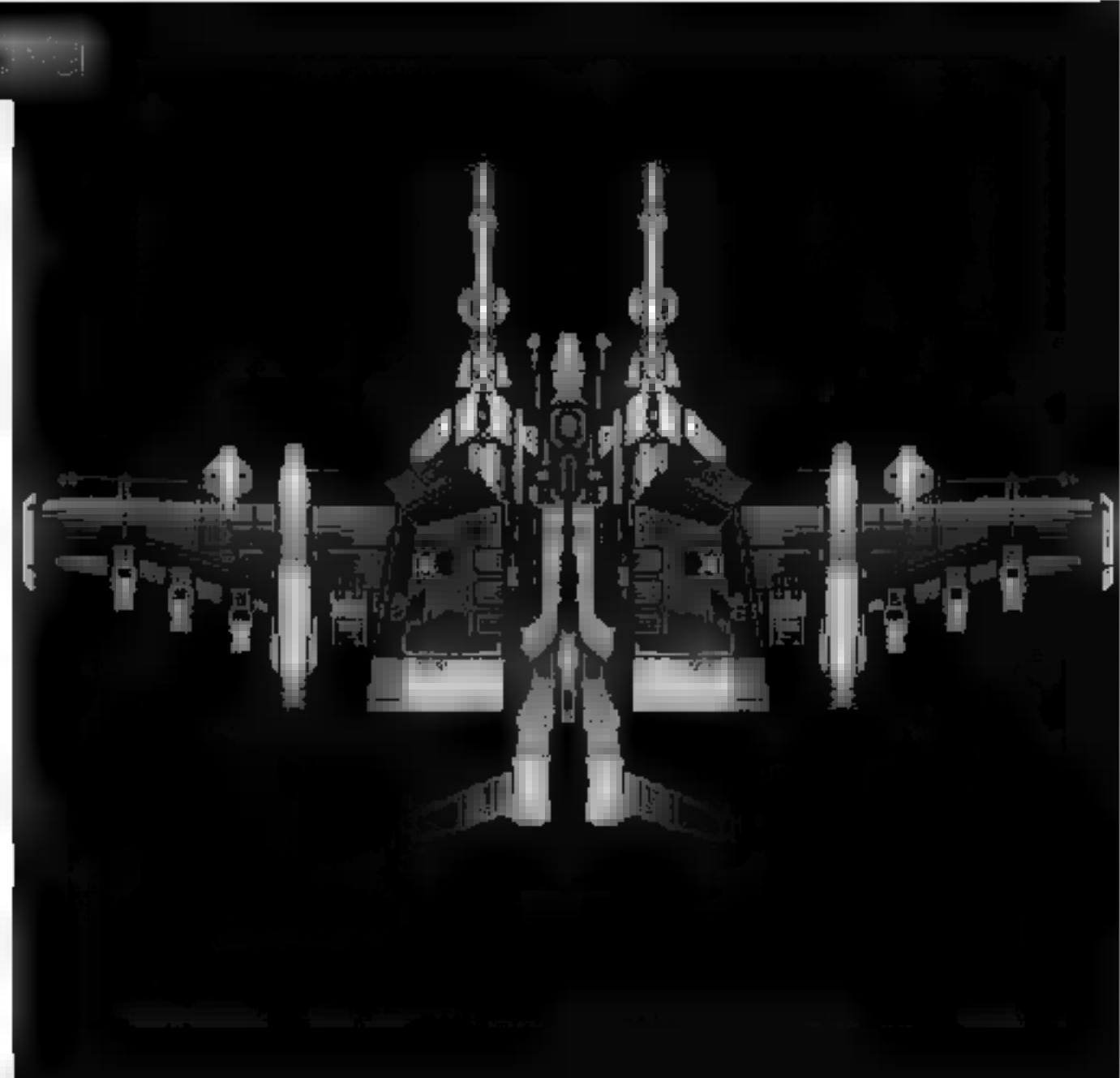
◆ Babylonian Airspace Guardian Kokutaka

Area: 02

The Area 02 boss that protects the airspace around the floating continent of Babylon.

It is a unique bio-weapon in that, while it can function autonomously, it can also be controlled and piloted from within. It has two distinctive buster rifles intended for shooting down enemy ships from long range.

The Kokutaka was created using ancient technology found in the Babylonian ruins. Perhaps for this reason, it will attempt to protect Babylon when in autonomous mode.

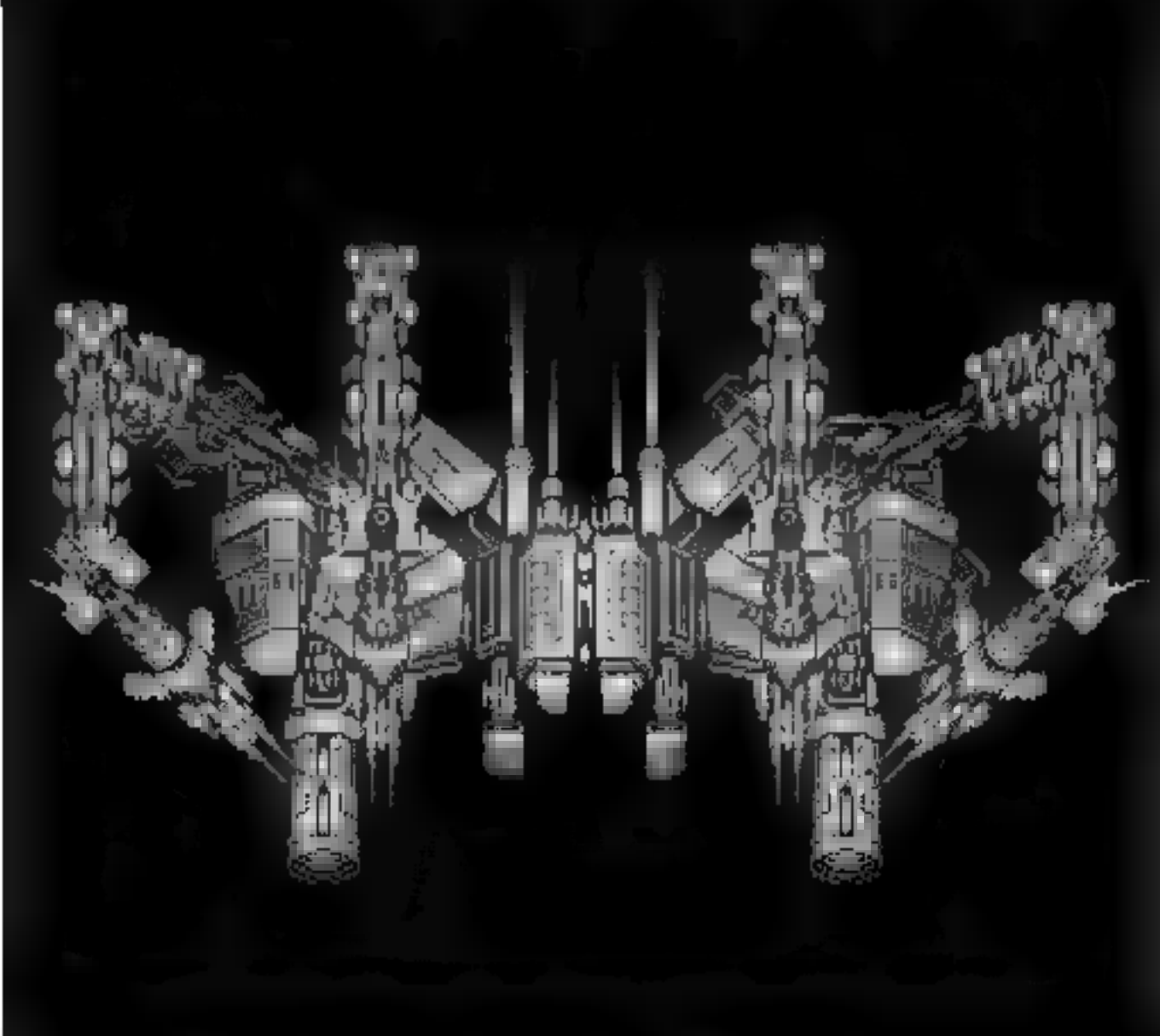


◆ #99 Waste Disposal Route Guardian Ougumo

Area: 03

The Area 03 boss. Perhaps the most powerful of the bio-weapons.

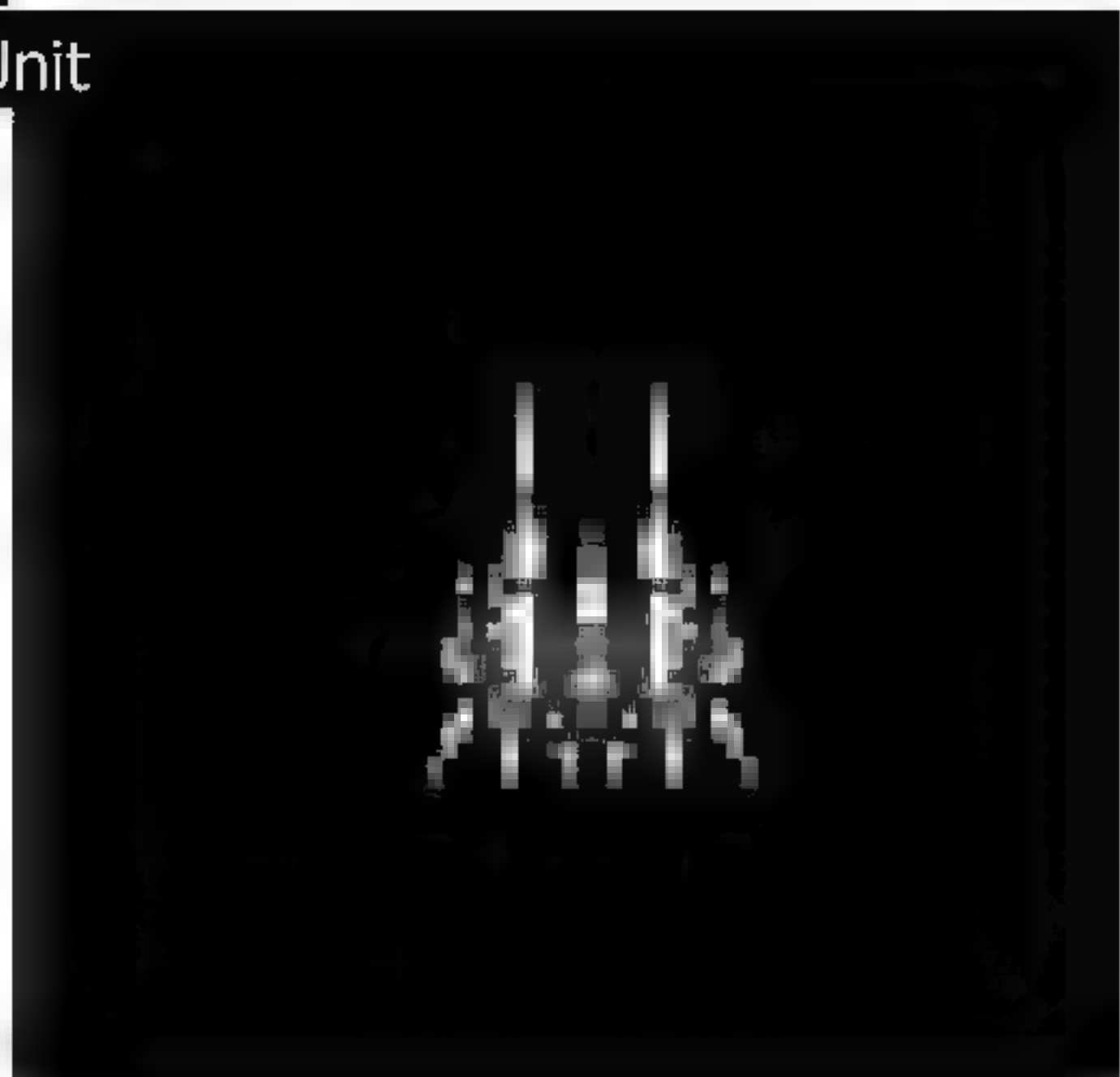
It absorbs pollutants dumped into the Waste Disposal Route and uses them to grow. It was intended to protect Kouga, but at some point, it began to move to the polluted lower levels and made its home in the duct. It will attack anyone who approaches its lair, regardless of whether they are friend or foe.



◆ Mass-production Model KAMUI Unit

Area: 04

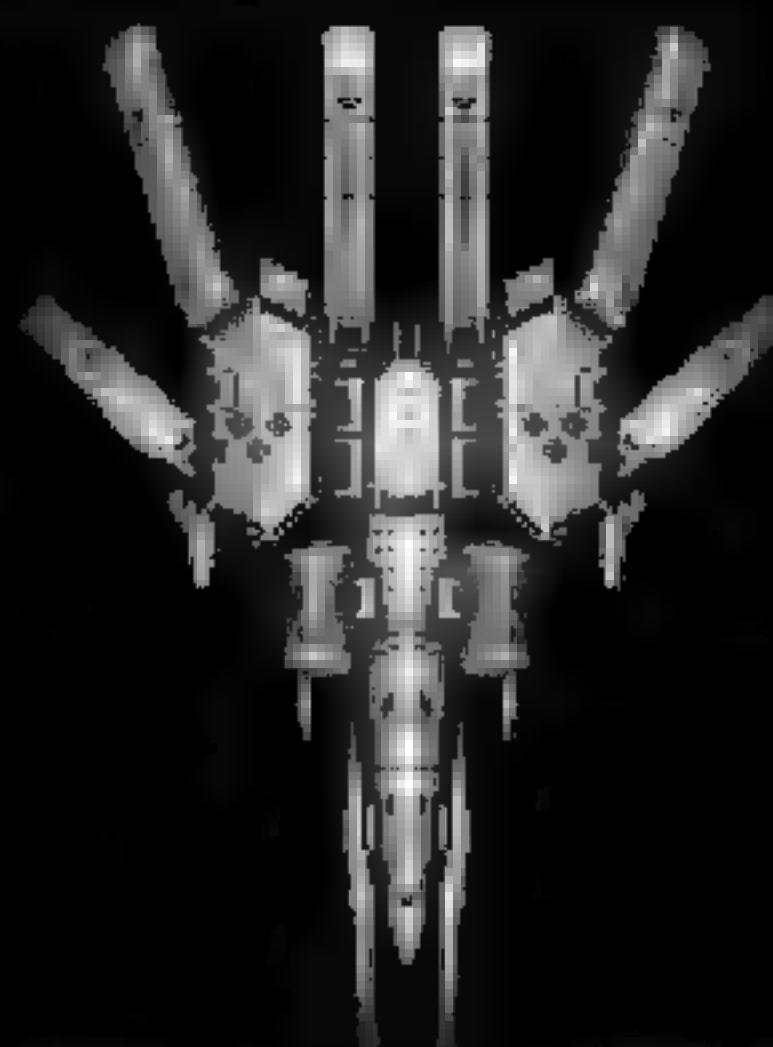
A copy of the KAMUI craft based upon documents found in the ruins. Its design is far more powerful than its small size would suggest. However, the mass-production models were never able to reach the power specified in the original designs. This was because of the complete lack of information regarding the Xaffiquel Brain Fusion Theory used by the originals.



◆ Kamui Advanced Test Unit KAMUI #0 (Modified)

Area: 04

The Area 04 boss. KAMUI #0 (Modified) is a modified version of the original craft, discovered in the ruins, with special armor and weapons added. It was given the name Prototype Kamui #0 (Modified) because of the designation "KAMUI #0" found on it when it was discovered. The mass-production KAMUIs were all based upon on this craft. The craft was then further modified with additional weaponry. It has a unique transforming ability, and sacrifices its small size for even more firepower. Its firepower exceeds even that of the original , and it is far more mobile than other craft of its type. However, many mysteries about the original unit remain, and during the development phase, it was sometimes observed to manifest wings of energy.



◆ Artifact from the Age of A.S. Dominion - Central Association Transport Platform

Area: 05

A machine restored by the Area 05 boss, the Neural Nest, based on historical data records.

Although rather large, but it is an all-purpose fighter, and as its range is limited, it is often transported by another aircraft. The craft itself is composed of physical materials, but its external appearance is a hologram created by the Neural Nest. The void of space seen during the battle with the platform is also a projection created by the Neural Nest.



◆ Artifact from the Age of Photon Reflection - Orbital Passage Sentry

Area: 05

A machine restored by the Area 05 boss, the Neural Nest, based on historical data records.

This weapon was used to guard the Orbital Passage in the last days of the old world. Originally a crewed weapon, the Scorpio restored by the Neural Nest is unmanned, and its appearance is slightly different than the original.



◆ City Administration-Level All-Purpose - Administrative Computer (ALLTYNEX OS-Based)

Area: 05

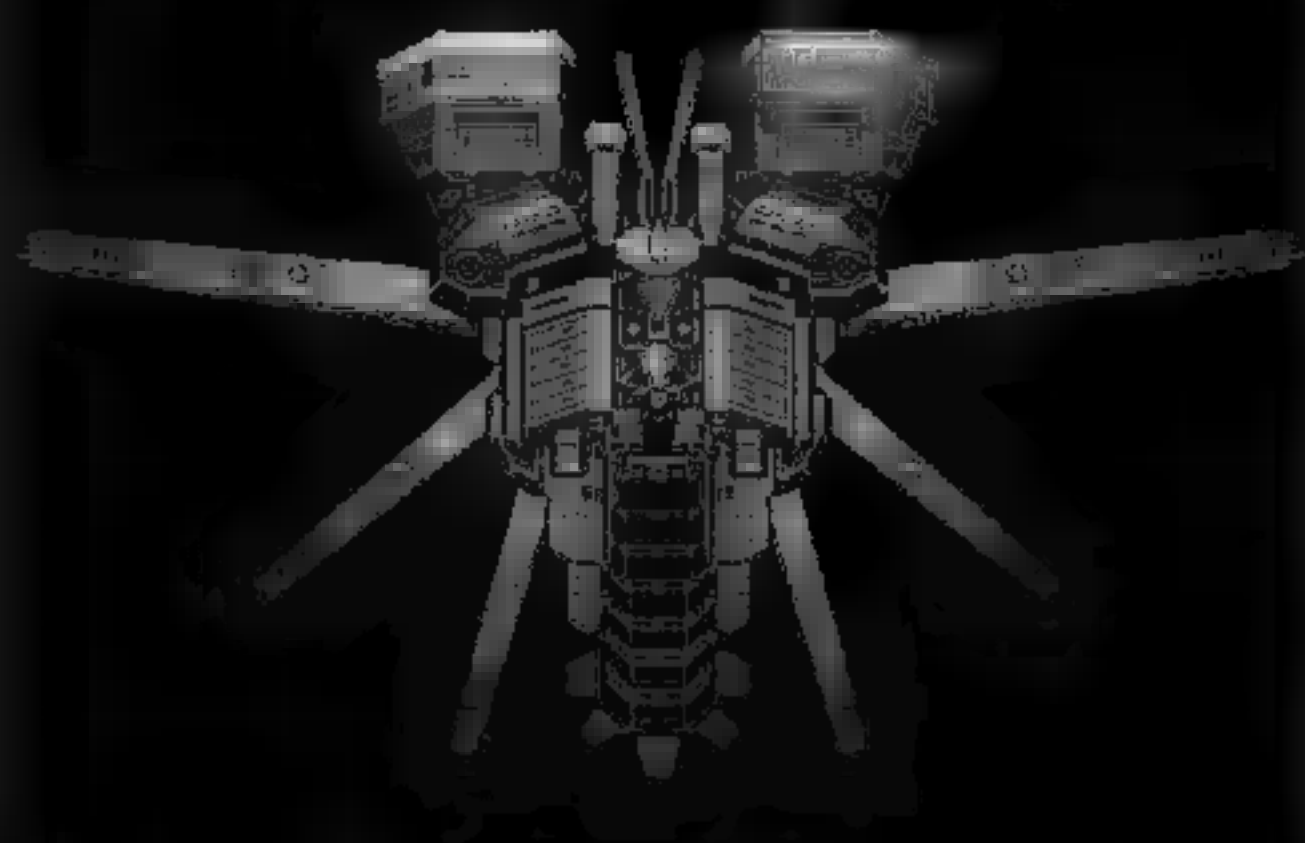
The Area 05 boss.

A city administration-level all-purpose computer. It uses an operating system which was unearthed from the ruins called the ALLTYNEX OS. The OS is blazingly fast and capable of self-directed evolution. Contact with KAMUI activated ■ secret program, unlocking old memories stored in the ALLTYNEX OS. Its original purpose was to act as the trigger for the Adjudicator. Now, the heart ALLTYNEX OS is a black box, but humanity has not realized this yet. The Neural Nest is based upon Brain Fusion Technology.



◆ The Ultimate Application of Brain Fusion Theory and Instrument

of Planetary Destruction -
Xaffiquel the Adjudicator



Area: 06

The Area 06 boss, the Instrument of Planetary Destruction. Its core is based upon Xaffiquel Brain Fusion Theory, and the brain used in the core is Xaffiquel's own. Its external weaponry is based upon a battleship cannon platform from the old world that was intended to destroy cities, so its upper part is similar in form to ■ battleship. Its weapons are powerful but primarily designed for fighting other large ships. With few weapons to attack smaller targets, it struggles against the agile KAMUI. Of course, no conventional weapon in this period would be able to stand against it. It has six protrusions that create ■ special energy field, and it can gather them together and unleash that energy on targets below. It was intended for use in areas with little gravitational interference and cannot land; it can only be docked in specialized hangers. Its self-repair capability allows it to function indefinitely.

Mecha

GLOSSARY

Explanations of common terms in the world of KAMUI.

◆The Adjudicator

The Stage 06 boss.

See "The Adjudicator" in Mecha.

See "Xaffiquel De Alice."

◆Aeneas

The underground city comprising Area 04. It is composed of many layers, and is also called the Layered City. It has an artificial sun and weather systems, and an environment just as stable, if not more so, than that found above ground. The citizens here are higher-ranked than the ones who live above.

◆ALLTYNEX

The supercomputer that ruled the old world. The result of its terrifying processing power and another, hidden factor caused it to evolve into a being with an intelligence and "self" beyond that which could be ascribed to a mere program.

◆ALLTYNEX OS

The operating system using on the stellar-class all-purpose administrative computer ALLTYNEX. It is designed to interface with a ZODIAC Core, but even on its own, it is a powerful system. There are many customized versions, used in many different devices.

◆Artifact

A term for the many weapons and technologies recovered from the old world ruins. In the world of KAMUI, countries fight for control of these artifacts.

◆Bio-weapon

Weapons that use living creatures as their base are referred to as bio-weapons. In this era, genetic engineering has created many strange mutations and powerful creatures. Modifying and arming them results in the creation of a bio-weapon. These creatures are programmed to do everything from seeking food to regenerating both their internal organs surface armor. For this reason, bio-weapons are a type of ultimate weapon, capable of operating indefinitely.
See "Souryuu, Kokutaku, Ougumo."

◆Canyon Citadel

The fortress Kouga that is the setting of Stage 03. It is called this because it is built out of a natural canyon. There are many canyons like it below the jungles around Babylon.
See "Kouga, Continent of Babylon"

◆Continent of Babylon

A floating continent that is the setting of Stage 02. Right now, it is an artificial fortress, but in the past it was a floating castle that was home to a small kingdom. That kingdom vanished in the Great War.

◆Control Tower

A building that controls all aspects of city life, from politics to transportation. There are many around the world. The Control Tower "Wisdom" that stands in the center of the underground city Aeneas is one of them.
See "Wisdom."

◆Eichi

The name of the Control Tower where stage 05 is fought. The most important building in the world, and the basis for every other control tower. Also known as the Central Tower, it rises high above the Aeneas central block.
See "Control Tower."

◆Guardian Soldier

One of the Stage 05 mid-bosses.

See "Guardian Soldier" in Mecha.

See "Neural Nest."

◆KAMUI

The name of the player's craft in KAMUI.

See "KAMUI" in Mecha.

◆KAMUI Series

A series of fighter craft developed in the last days of the old world to end the great war. Any craft bearing the KAMUI name is part of the KAMUI series. The only ones that ever saw combat in the old world were Units #5 through #8. There were eight total, with #1 and #2 being prototypes with unique weaponry. From Unit #3 onward, they were all built to the same standards, and mass-produced with the ability to equip common weaponry. The craft that appears in KAMUI is Unit #2.
See "KAMUI, KAMUI #0 (Modified)"
Mass Produced Pseudo-KAMUI

◆KAMUI #0 (Modified)

The Stage 04 boss.

See "KAMUI #0 (Modified)" in Mecha.

◆Kokutaka

The Stage 02 boss.

See "Kokutaka" in Mecha.

◆Kouga

A citadel constructed out of a natural fortress by the people of this era. Below it is a polluted dumping area that is often used as an infiltration route by enemies. For this reason many weapons are stationed down there to protect it. The large duct that leads to the underground city of Aeneas is guarded by a bio-weapon.
See "Canyon Citadel", "Ougumo."

◆Landmaster

A mid-boss who appears in Stage 02. It is a giant tank. It moves using caterpillar treads, and can hover using the Vernier Thrusters below it. It is carried by transport to Babylon and dropped. The legs where the caterpillar treads are activated to increase the impact area and reduce the shock of impact.

◆Layered City

A city composed of multiple layers. It usually refers to the setting of Stage 04, the city of Aeneas.
See "Aeneas."

◆Mechanized Temple

An artifact of the old world. It floats in orbit above the Earth, and humans have worshipped it as ■ god for years. However, it is actually a war machine equipped with an auto-retaliation system. In the old world, Mechanized Temples like this one existed all over the world, but most were destroyed ■ the Great War, and most of what remained were analyzed and dismantled by human hands. The Mechanized Temple that appears in KAMUI is one of very few that still remain. In addition, it lacks the "normal" auto-retaliation systems that the other temples have, and instead functions as an isolation facility to hold KAMUI and the Adjudicator.

◆The Old World

The eras once known as AD and NC. At its end, humanity reached the pinnacle of its political, cultural, and scientific development. However, since the end of the AD era, humanity over-relied on technology, and they began to cease to function as ■ species.

◆Ougumo

The Stage 03 boss.

See "Ougumo" in Mecha.

◆Neural Nest

The Stage 05 boss.

See "Neural Nest" in Mecha.

See "Guardian Soldier, Scorpio, Adjudicator, ALLTYNEX OS."

◆Panaffil De Alice

Her nickname is Panny. She is Xaffiquel's beloved daughter, and ■ powerful psychic who was captured by the army and used in an experiment to create a special chip using brain fusion theory. The bio-neuro chip used on KAMUI #2 uses her brain as its core, and it ■ the only chip which retains the original mind of its subject.

See "Xaffiquel De Alice."

"Xaffiquel Theory"

◆Psychic Powers

Powers possessed by approximately 0.002% of all children at the end of the old world. The level of power differed by individual, as did the abilities. At first, these powers were viewed primarily from a scientific standpoint, but as apocalyptic beliefs became more common, they took on ■ more religious color. Only those with psychic powers can make brain fusion theory possible.

See "Xaffiquel Theory."

◆Satellite Orbit

The place where Stages 01 and 06 occur. The Mechanized Temple, a legacy of the old world, floats in orbit.

See -> "Mechanized Temple"

◆Scorpio

One of the Stage 05 mid-bosses.

See "Scorpio" in Mecha.

See "Neural Nest."

◆Sino-Ankylosaur Road

The Ankylosaurus once roamed the space where the Babylon Continent floats. For this reason, the paths they once traveled are referred to as the Sino-Ankylosaur Road

See "Continent of Babylon, Souryuu"

◆Souryuu

The Stage 01 boss.

See "Souryuu" in Mecha.

◆Spatial-Distortion EM Shield System

KAMUI #2 uses a Shield System equipped on a fighter named the El Serpent in the old world. This Shield System can instantly emit high-voltage energy, to deploy an electromagnetic field and create a physical barrier. However, to maintain this amount of energy, a powerful voltage-attractor system is required, and it is impossible for a small craft to maintain it for long. When the shield can no longer be maintained, it falls apart at the atomic level. It cannot reflect photon weapons, but it is effective against physical weapons.

See "KAMUI Series."

◆The Stage 04 boss.

See "Mass-Produced Pseudo KAMUI" in Mecha.

See Also -> KAMUI Series, Xaffiquel Theory

◆Xaffiquel De Alice

The man who invented Xaffiquel brain fusion theory in the old world. The many experiments he did to prove his theory's usefulness were taken by his country's government, and in the end brought him great sorrow.

See "The Adjudicator", "Panaffil De Alice"

◆Xaffiquel Theory

The theory proposed by Professor Xaffiquel in the old world. Also called Xaffiquel brain fusion theory. The theory involves strengthening ■ talented human brain via artificial enhancement, as well as fusing multiple brains into one. The rejection rate for brain fusion is exceedingly high, and few attempts are successful. In addition, the core brain must have great psychic powers for the experiment to succeed. After proposing this theory, Xaffiquel was treated as ■ madman and vanished from the public eye. However, he completed this technology in secret, and during the Great War it was used.

See "Xaffiquel De Alice."



ENTRA

Original Soundtracks

An introduction to the original soundtracks released in Japan.

◆ RefleX Original Soundtrack++

Includes the complete background music for RefleX, as well as all songs for the previous game, Kamui. And Reflection. However, it does not include the minor versions used in the demos.



SISM-0001 / Event Price : 1000 Yen
Sold on 12/29/ 2008 (Monday) Comic Market 75

Contents: 2 CDs
Most songs that loop repeat once.
(Songs that do not loop only play once)
Disc 1: RefleX (24 Songs)
Disc 2: Kamui (13 Songs)
Reflection (8 Songs)
RefleX Early Demo (9 Songs)

Disc 1 (RefleX True Story)

- RefleX—
- 01. The Tale of ALLTYNEX. 2nd Chapter Prologue.
- 02. Briefing.
- 03. Unavoidable choice.
- 04. Crazy Goddess Virgo(Type Human)
- 05. A Fight to Continue Eternally.
- 06. Stairs to the Ruin.
- 07. Poison of Scorpion.
- 08. The Law of Nature of the Tragedy. -Prelude-
- 09. The Law of Nature of the Tragedy.
- Second Chapter—
- 10. Despair. -Cancer-
- 11. The Last Resistance.
- 12. Angel dust.
- 13. Air.
- 14. Imperial Guard. -Scutum-
- 15. Ruins. -Mother Brain ALLTYNEX-
- 16. Raiwat Virgo(TypeR)
- 17. Mortal Illness.
- 18. Phoenix
- 19. Monologue.
- 20. Time of End.
- 21. The End of Reflection.
- 22. Unavoidable choice. -Endroll version-
- 23. Game Over TypeA.
- 24. Game Over TypeB.

Disc 2 (Kamui & Reflection & RefleX Trial version)

- Kamui—
- 01. Ruins hidden in the blue sky
- 02. The End Comes
- 03. The Edge of the World – Chapter 1
- 04. The Edge of the World – Chapter 2
- 05. A Song Echoing in the Canyon
- 06. She remains Uncertain
- 07. Layered City – Chapter 1 "A Creature of No Worth"
- 08. Noble Hawk (GRIFIS WAVE PART 2)
- 09. Safeguard (NAME DOWN Full Arrange Version)
- 10. Memories of the Artifact
- 11. The Adjudicator
- 12. The End of the Tale
- 13. The Adjudicator Ending Version
- Reflection—
- 14. A merciless choice
- 15. Mad Goddess
- 16. Eternal Battle
- 17. Scorpion's Poison
- 18. Logic of a Tragedy
- 19. Despair
- 20. Invisible Chains
- 21. Declaration of Defeat
- RefleX Trial version—
- 22. A Merciless Choice –RefleX Arrange version. -
- 23. Mad Goddess –RefleX Trial version-
- 24. Eternal Battle – Reflex Arrange version.-
- 25. Stairway to Destruction
- 26. Scorpion's Poison – RefleX Arrange version.-
- 27. Logic of a Tragedy (Prelude)
- 28. Logic of a Tragedy - RefleX Arrange version. -
- 29. Path of a Snake –Reflex Trial version ending.-
- 30. Declaration of Defeat –RefleX Arrange version.-

Each soundtrack contains songs from games before we worked under the name SITER SKAIN.
All songs were re-recorded for CD release, and some have been altered.
The FM TOWNS version of ALLTYNEX was recorded directly from an actual machine.

◆ ALLTYNEX Second Original Soundtrack

Contains all BGM from the Windows 2.5D STG "ALLTYNEX Second".
Also includes the BGM of the original FM TOWNS version of ALLTYNEX.
The background music for Area 1's demo is incomplete and so is not included.



SISM-0002 / Event Price : 700 Yen
Sold on 12/31/2010 (Friday) at Comic Market 79.

Contains : 1 CD (29 Sounds)
Most songs loop twice.
(Songs which do not loop end after one play.)
ALLTYNEX Second (15 Songs)
ALLTYNEX (14 Songs)

Soundtracks

— ALLTYNEX Second —

01. Declaration of war
02. Encounter
03. Eternal votive sword
04. Zoldyzant base
05. Lord of the stratosphere
06. Earth wind
07. Forest demon
08. Native land
09. Anti-Ares -Grifis wave Part3-
10. Husk -Zodiac Ophiuchus-
11. Ringleader -Mother brain ALLTYNEX-
12. Visitor
13. Interlude
14. Game Over
15. Name Entry

— ALLTYNEX —

16. TYRANNY
17. MAKE AN ASSAULT ON ENEMY
18. GUARDIAN SOLDIER
19. ATTACK THE ZOLDYZANT BASE
20. DEAMON'S BEAT
21. THE BITING COLD WIND
22. LAST DEFENCE LINE
23. GRIFIS WAVE
24. AGGRESSIVE ATTACK
25. MOTHER BRAIN
26. LAST GUARDIAN
27. ETERNAL BLUE
28. GAME OVER
29. NAME ENTRY



Packaging Design

An introduction to the packaging designs used in the Tale of ALLTYNEX games.

These are the jackets for all SITER SKAIN works. Kamui is the only one with multiple versions. All games can be updated to the latest version on our official website.

◆KAMUI (CD-R Version, ver 1.00, ver1.01)



Serial Number: SISW-991201

The version sold for Comic Market 57, and online afterwards. Jacket, inlay, and CD labels were all printed on a printer. The CD Label is a sticker, not a direct printing. Burned on CD-R media.

◆KAMUI (CD-R Version, ver1.02 ver.103)



Serial Number: SISW-991201

A redesigned version. Sold at Comic Market 58 and 59. Close to the present version but lacks the separate paper on the side. Also a CD-R. The version with the least number of copies produced.

◆KAMUI (Pressed Version, ver1.06, ver 1.08, ver 1.10)



Serial number: SISW-0001

Made after June 2001. Made by a professional printer due to the difficulty of producing it ourselves, and to make it easier for shops to sell. The serial number was also changed.

The game was reprinted many times, and each time the label describing the version number and compatible OS was remade.

◆KAMUI (Normal Distribution Version)



Serial Number: MSDJ-01011

The version sold at MSD-Japan. The case is a DVD type but the media inside is a CD. The package image was provided by SITER SKAIN but the font and sales text was decided by the printer. It contains version 1.04

This version is now out of print.

All game packages are a black color, while the soundtracks are white.
This is reflected in the text on the back as well; the text on the back of the soundtrack
advertises the previous works.

◆ RefleX



Serial Number: SISW-0002

First sold at Comic Market 74. The only copies are professionally pressed. The first of our games to go on sale both at a doujin shop and an event. It is the only one of our games to carry both ■ single-sided jacket and inlay.

◆ ALLTYNEX Second



Serial Number SISW-0003

First sold at Comic Market 78. The only copies are professional pressed. Sold simultaneously at an event and a doujin shop. Light alterations have been made to the inlay paper.

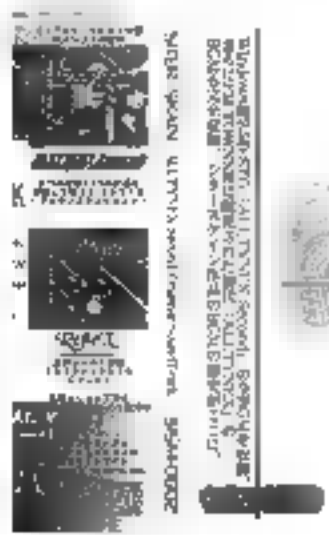
◆ RefleX Original Soundtrack ++



Serial Number: SISM-0001

First sold at Comic Market 75. Our circle's first soundtrack. It is 2 discs, since it contains the songs for Reflex, the rejected songs from the demo, and the songs from KAMUI and Reflection.

◆ ALLTYNEX Second Original Soundtrack



Serial Number: SISM-0002

First sold at Comic Market 79. It contains the BGM for ALLTYNEX second, as well as the songs for the FM TOWNS version of ALLTYNEX. There are many tracks but none are very long, so it fits on one disc.

Developer Notes

A selection of documents from the development process.

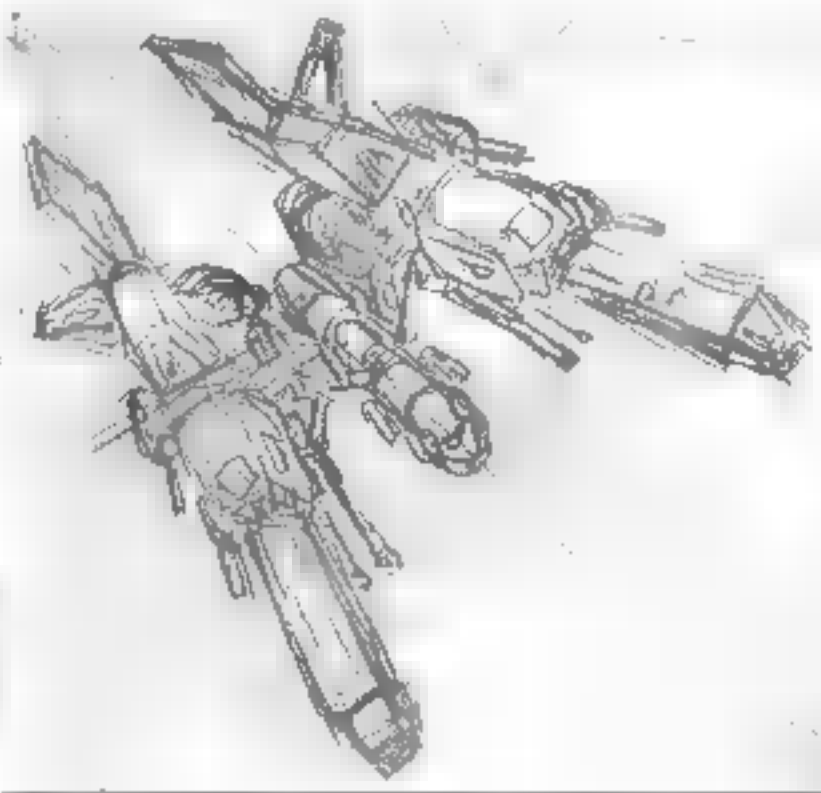
◆KAMUI

This game took the most rough drawings of any of our games. Most of the drawings are very poor, and the drawing quality is just good enough so that the artist knows which is which. There are actually many more of them, but a third person looking at them would have no idea what they are, so they aren't pictured here.



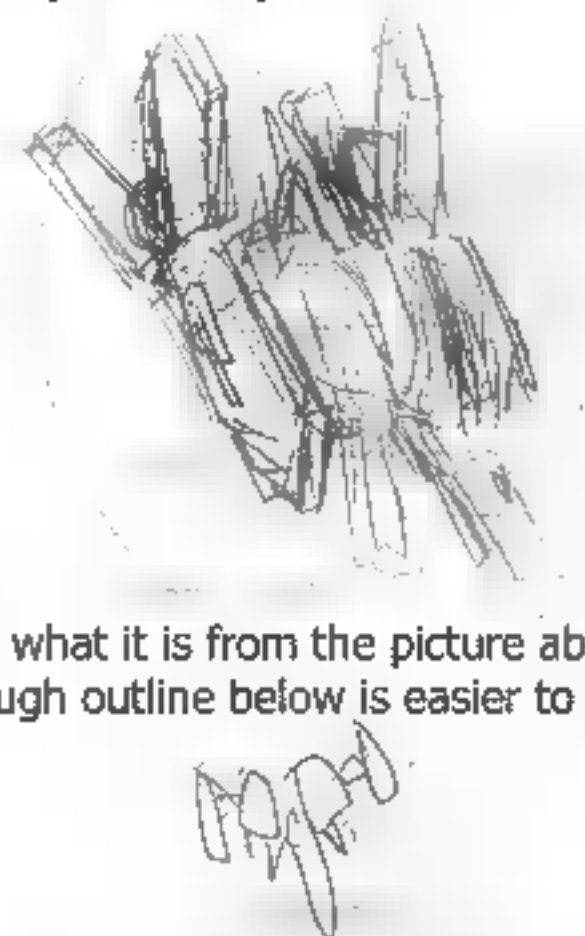
◆Player Craft "KAMUI"

The largest number of these was drawn because it needed to be modeled for the opening and ending. Unfortunately, it bears little resemblance to the finished 3D model.



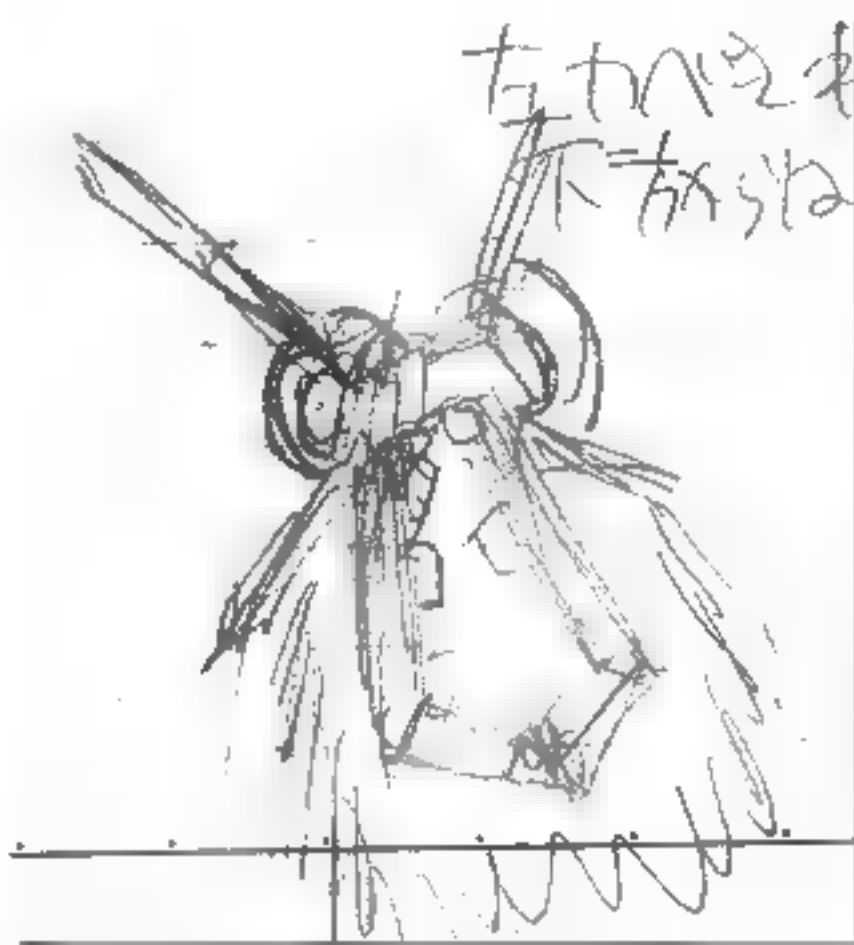
◆T-Assault

It's hard to see what it is from the picture above. Depressingly enough, the rough outline below is easier to understand.



◆Stage 03 Mid-Boss "Runner"

The parts on the front and sides were removed in the in-game design.



◆Stage 01 Mid-Boss Blade Dancer

A stage 1 mid-boss added near the end of development.



◆Shouen

The text in the top reads "Random enemy." Most of the minor craft were given random names so we had something to identify them with during creation.



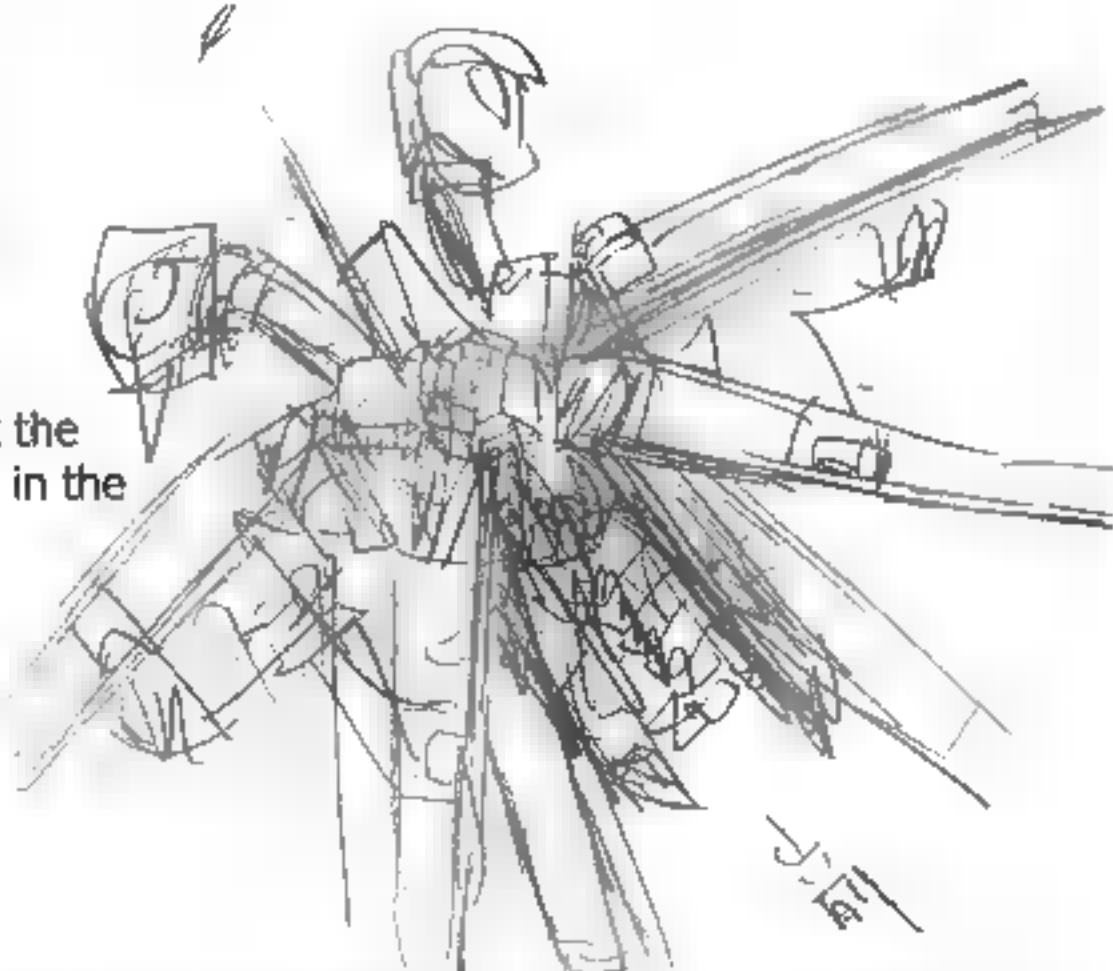
◆Stage 02 Boss Kokutaka

Early image. The fundamental design matches this early version but the way it splits is different.



◆Stage 02 Mid-Boss "Land Master"

This was probably an early image intended mostly to get the point across (I don't really remember). It's much heavier in the actual game.



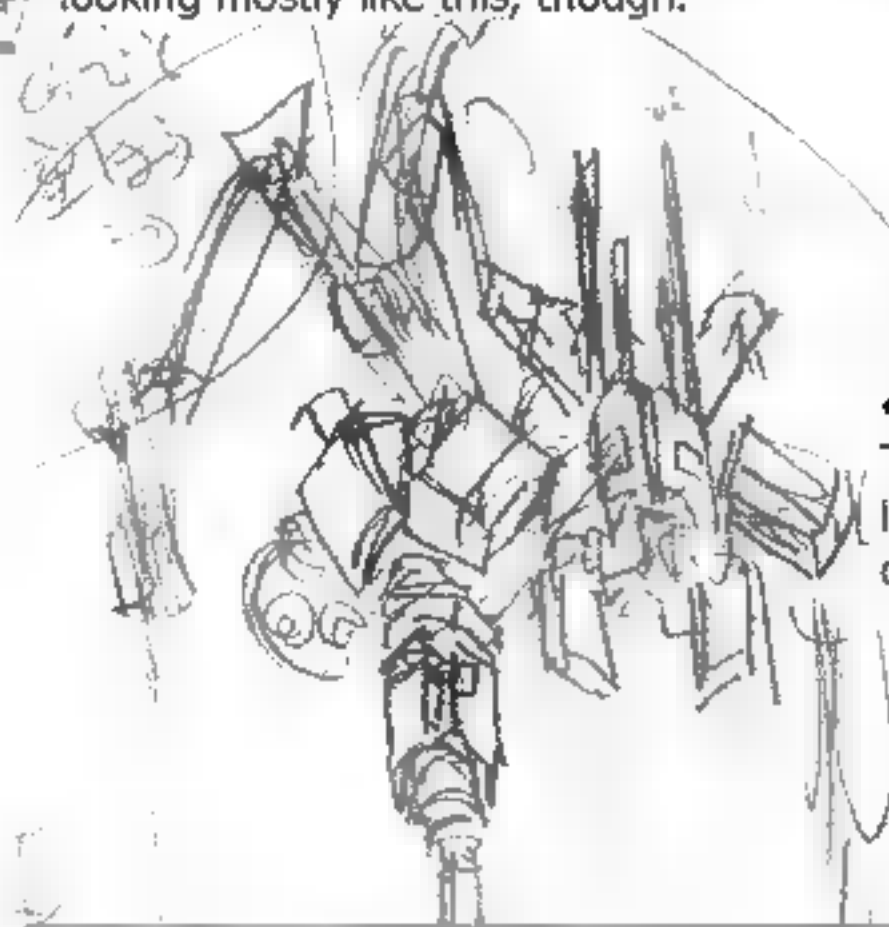
◆Stage 06 Boss "The Adjudicator"

The one in the game is a combination of these two rough sketches, but later I thought it may have been better to just use the top one.



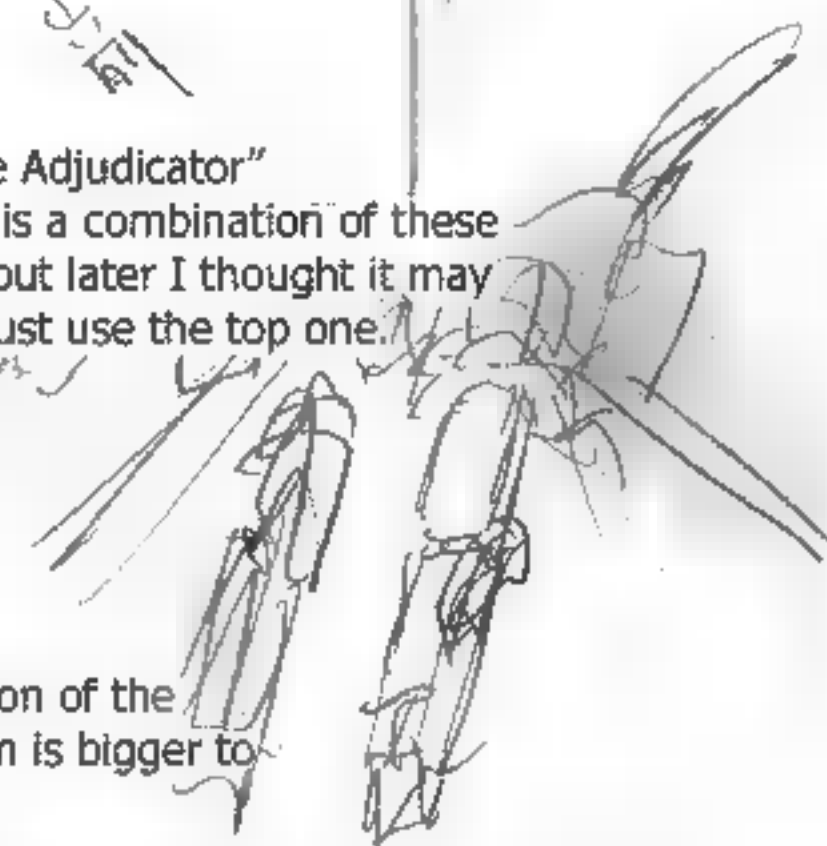
◆Stage 05 Mid-Boss "Safeguard"

A rough idea sketch. The end product ended up looking mostly like this, though.



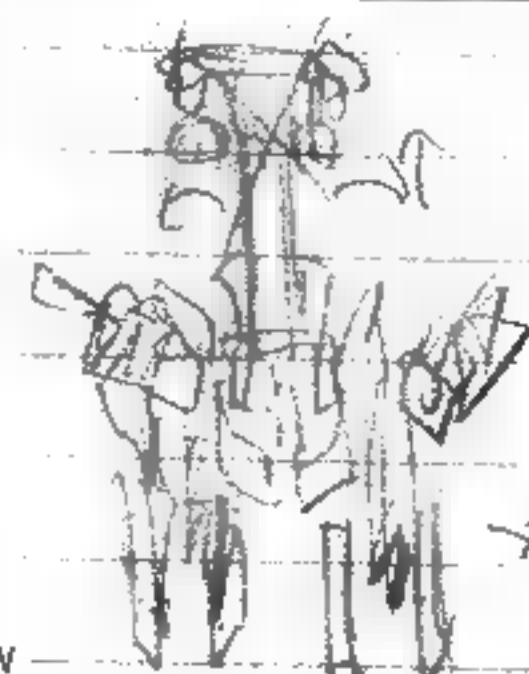
◆Stage 03 Boss "Ougumo"

This is a fairly accurate representation of the in-game model. The in-game version is bigger to cover the entire screen.



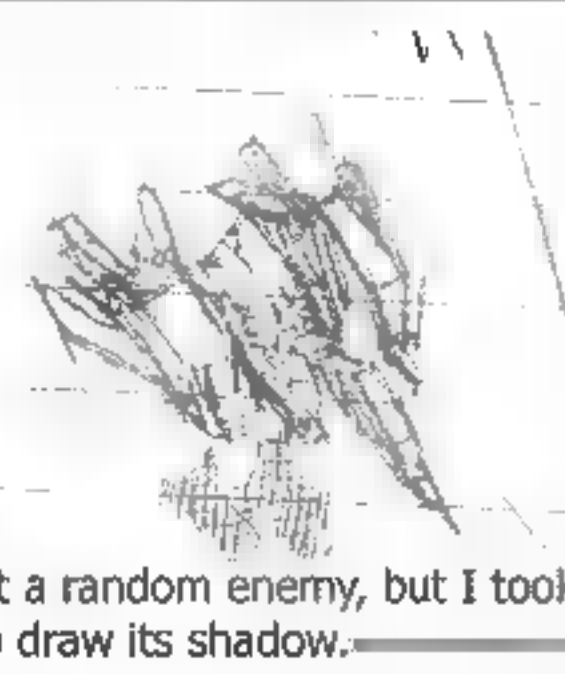
◆Cutter Knife

A rough outline.



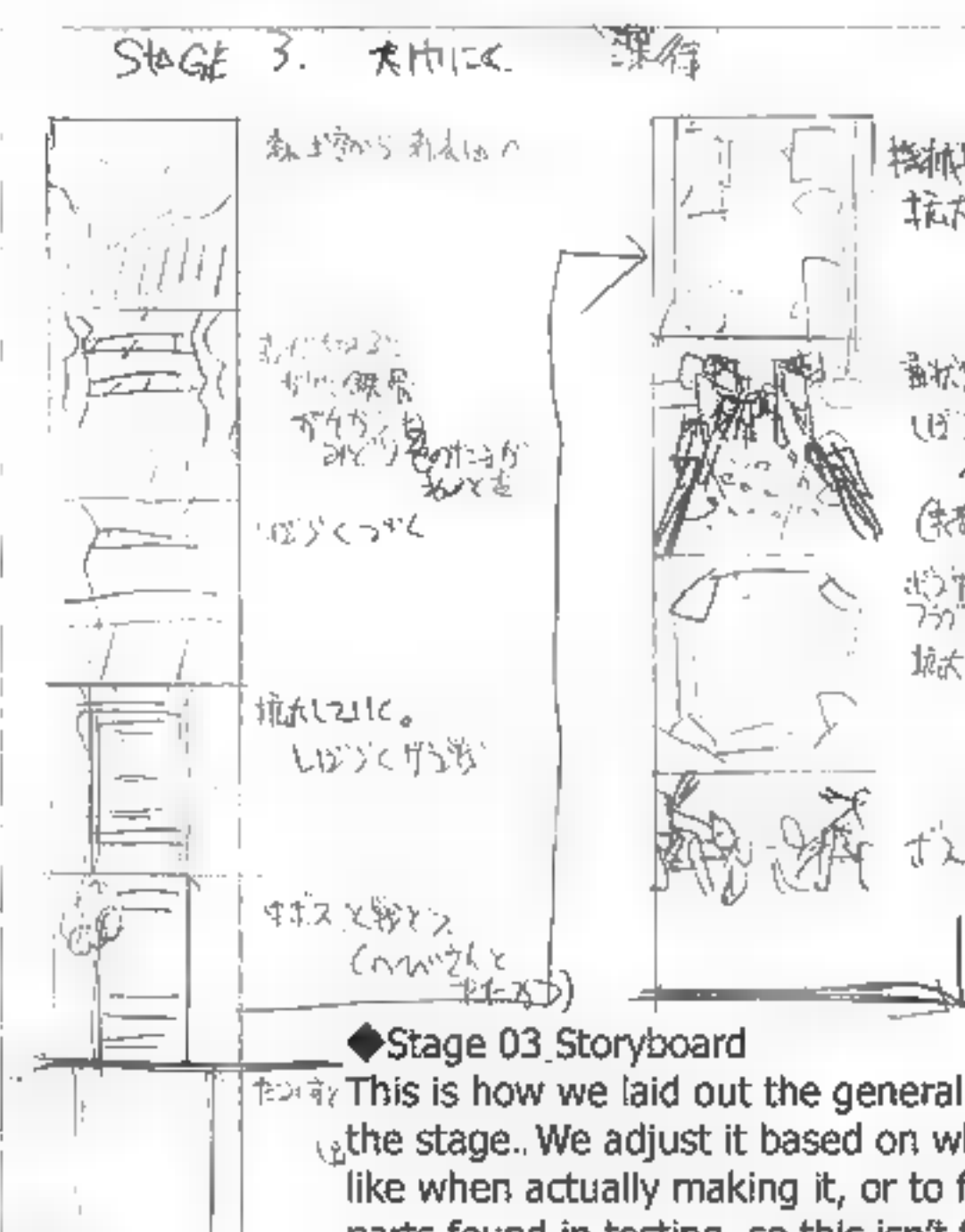
◆Red Claw

A mid-sized craft that appears in stages 02 and 03. Its appearance matches its name. It is slightly different than the game version.



◆Hien

It's just a random enemy, but I took time to draw its shadow.



◆Stage 03 Storyboard

This is how we laid out the general structure of the stage. We adjust it based on what we feel like when actually making it, or to fix boring parts found in testing, so this isn't the finished version.



◆Line Drawing of Panny

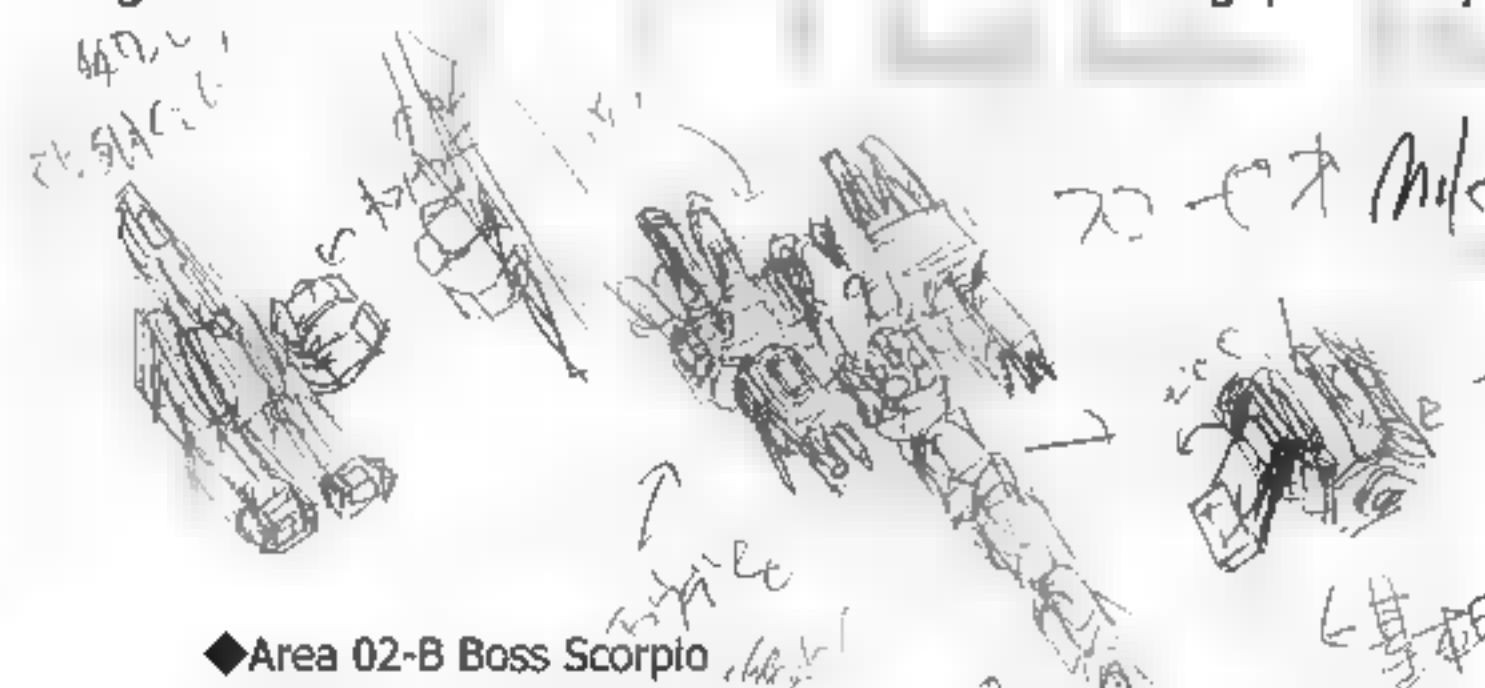
Strictly speaking this isn't a rough drawing, it's a finished line drawing ready for coloring. In the game, it is a computer chip using her brain that is piloting the player ship, and her physical body doesn't exist anymore. The drawing on the right is at around age 12, while the one above is around age 20.



◆ Reflex

Reflex has the most data of any of our games. There are many characters for which we made pixel images, but didn't use in the game. Also, the game is 2D, but we made 3D models for many characters to use in the ending.

This game combined Jirurun and Yseur's drawings, so they're marked with (J) and (Y) respectively.



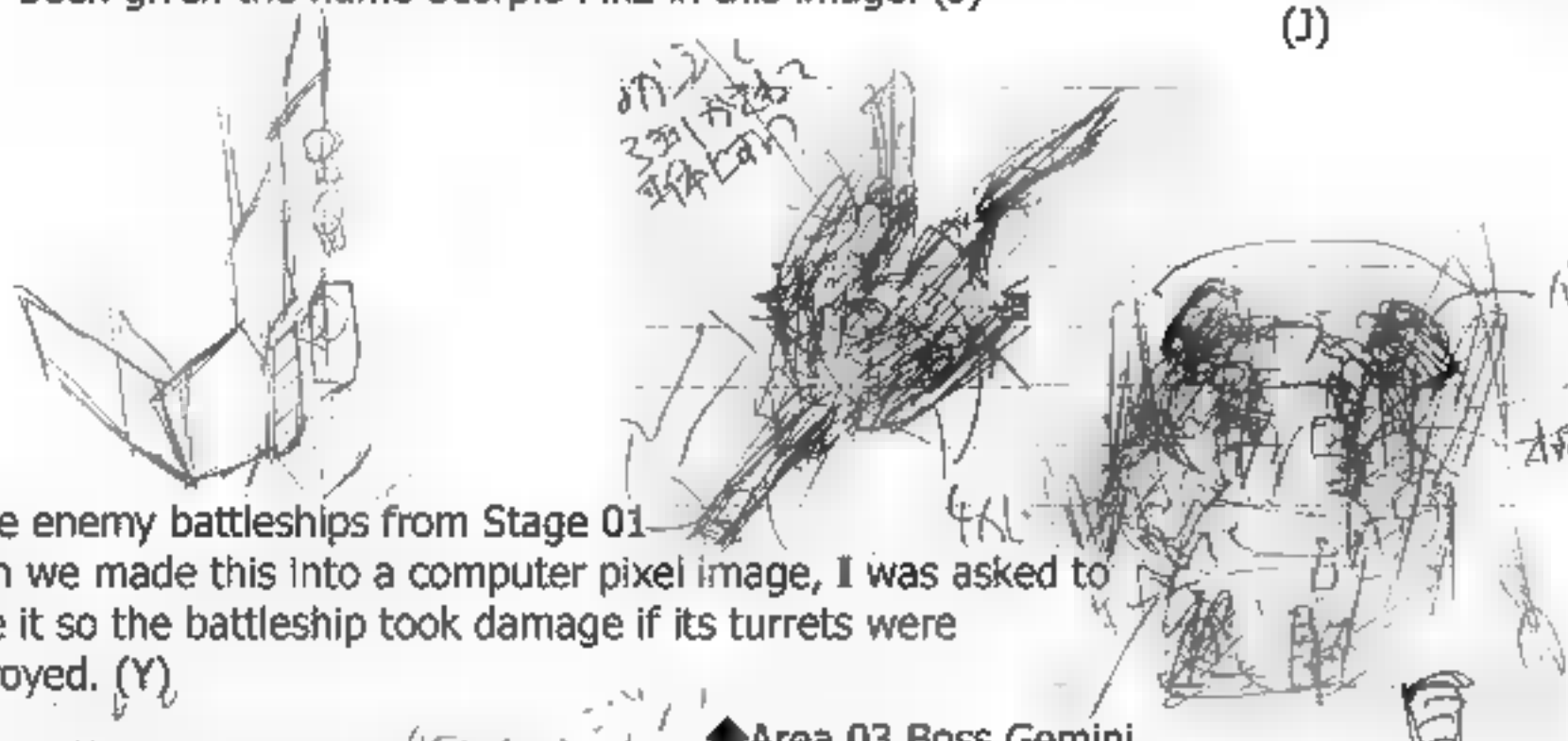
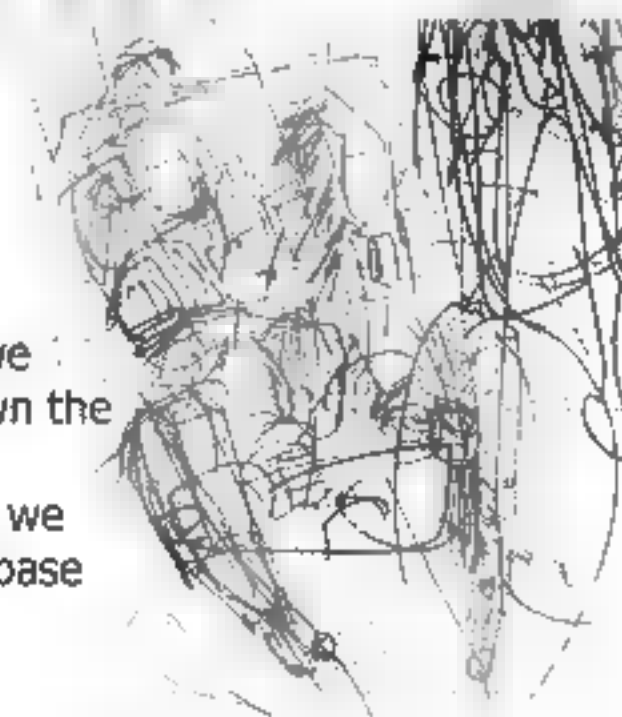
◆Area 02-B Boss Scorpio

Everybody loves Scorpio. The arm in the left drawing has the connector parts, but these are absent from the final version. It's been given the name Scorpio Mk2 in this image. (J)

◆Area 04 Boss "Cancer"

This picture is from when we were trying to hammer down the final form.

The arms are different, but we knew we would model the base after the one in Reflection. (J)



◆The enemy battleships from Stage 01

When we made this into a computer pixel image, I was asked to make it so the battleship took damage if its turrets were destroyed. (Y)

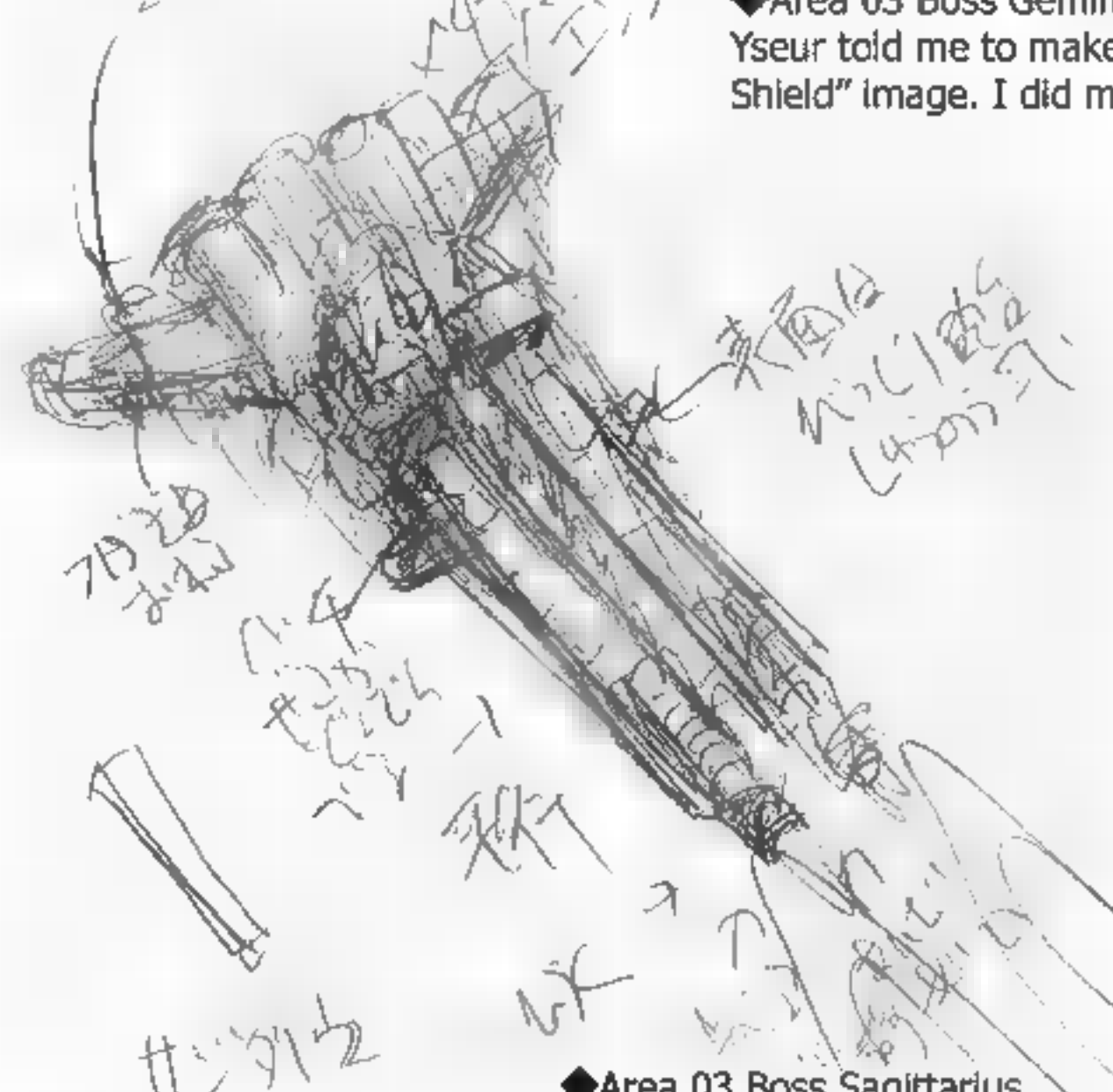
◆Area 03 Boss Gemini

Yseur told me to make it with a "Sword and Shield" image. I did my best. (J)



◆Area 01-A Boss "Pisces"

Based on a fish, it was designed so its tail would look cute when it waved. From the start it was decided that it would look damage when you encountered it. (Y)



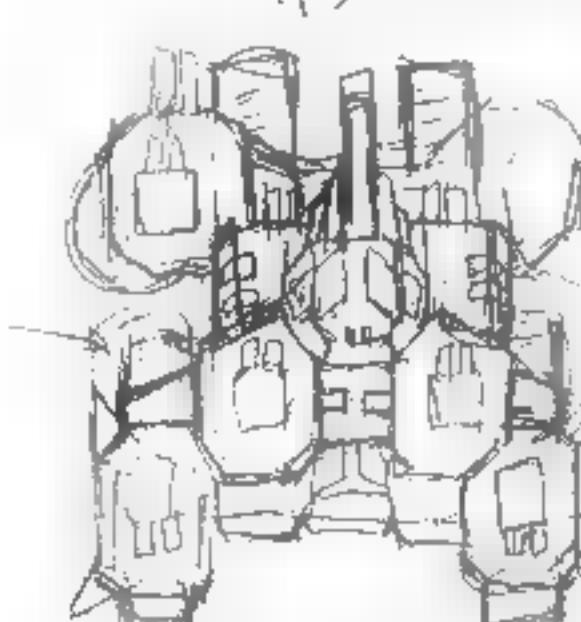
◆Area 03 Boss Sagittarius

Yseur said to make it big enough to fill multiple screens, have destructible parts, and shoot a giant beam. This is my first rough image, so the Sagittarius Cannons fire from a completely different location. (J)



◆Area 01-B Boss Virgo

More or less the same as the final. Jirurun decided the coloring because he wasn't happy with the pink in the Reflection version. I was asked to make it asymmetrical. (Y)



◆Area 02-A Boss Taurus

During the rough sketch phase, it had fans on the lower left and right at the front, but when making it a pixel image these were removed for texture size reasons.

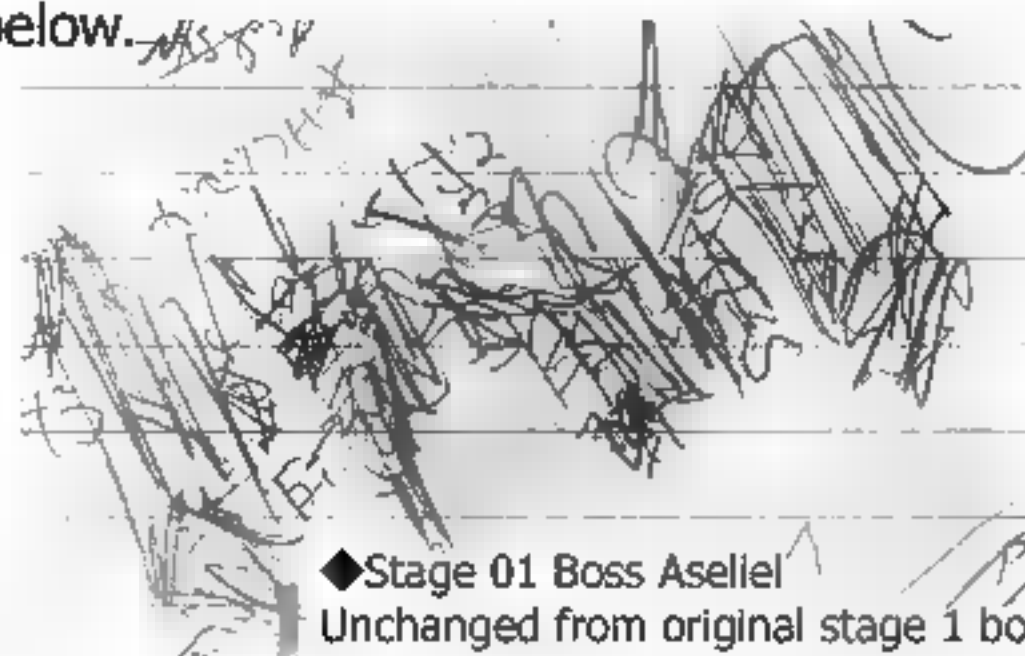
◆Tsukikagerou

The Raiwat general, only seen in silhouette in the game. This was just a rough idea sketch, so the balance of it is way off. I couldn't think of a good design for his uniform, so I just made minor changes to the old Imperial Japanese Navy one.



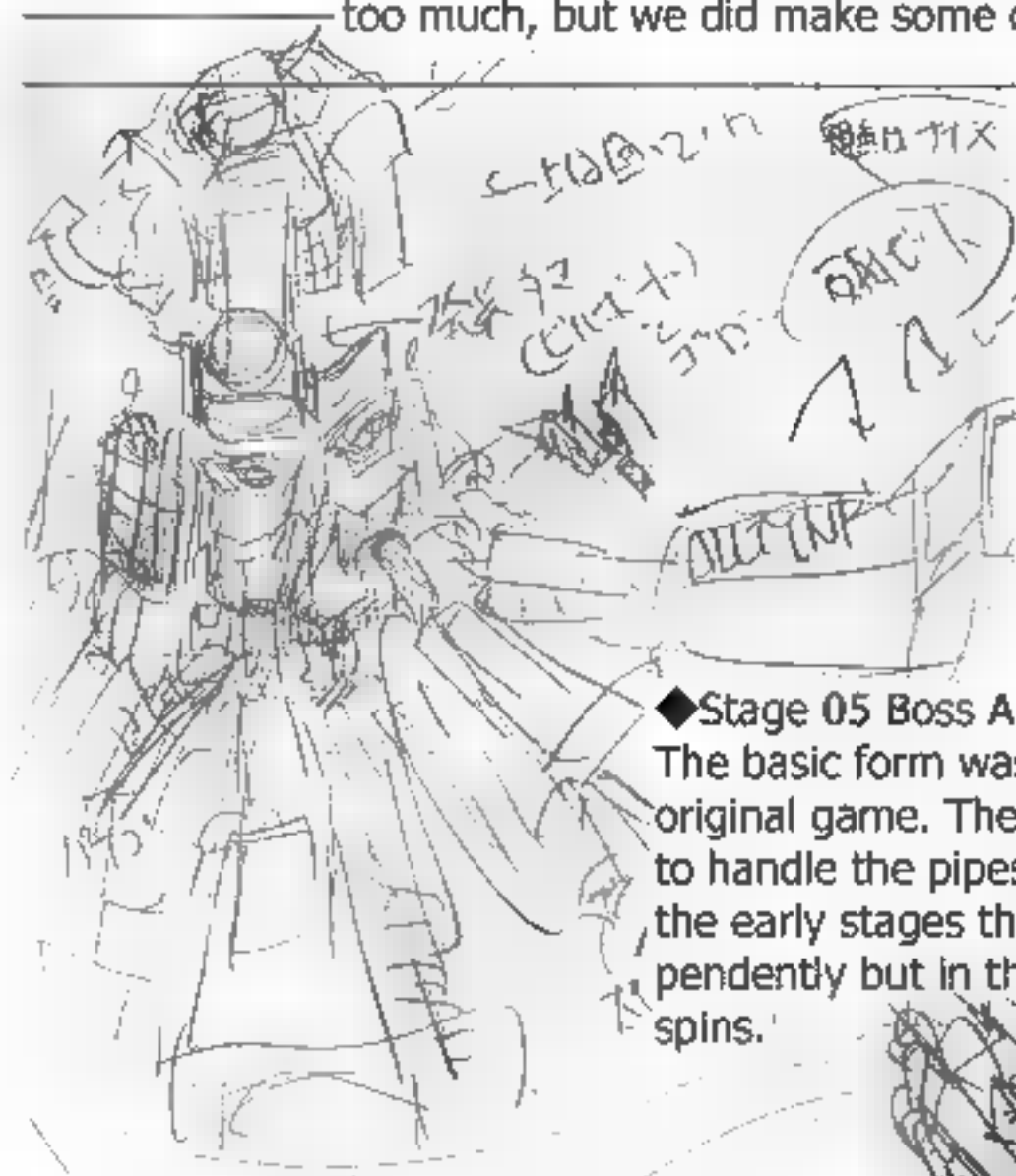
◆ ALLTYNEX Second

The only 3D game we've made. The non-boss enemies were drawn with a tool that would immediately produce rough 3D models, so there aren't many pictures of those. With the larger objects and bosses, however, we needed to get a feeling of the structure of the 3D object, so we had to draw a lot of images. The pictures were intended to give a rough feeling for the end product, and you can see their quality below.



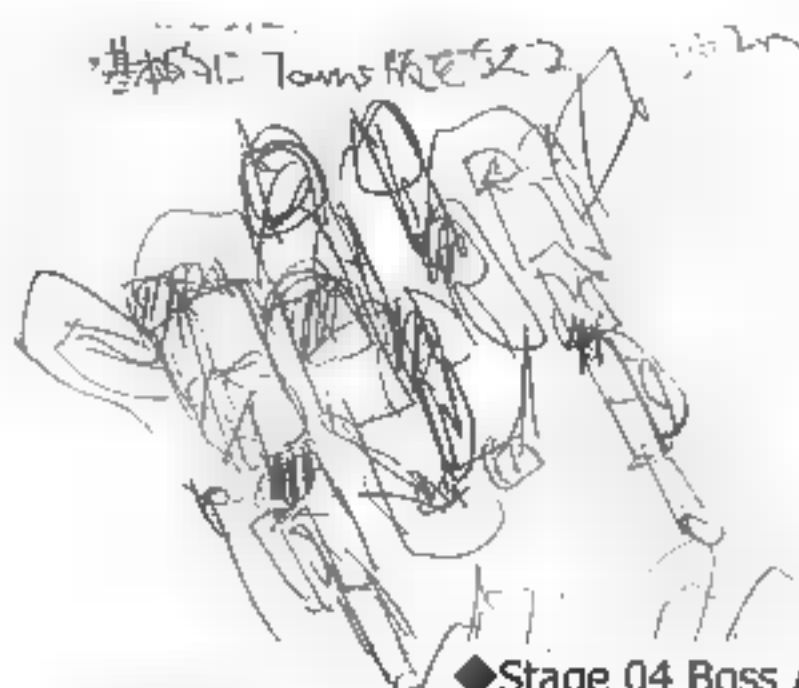
◆ Stage 01 Boss Aselliel

Unchanged from original stage 1 boss. It appeared in KAMUI as well, so we can't change it too much, but we did make some changes.



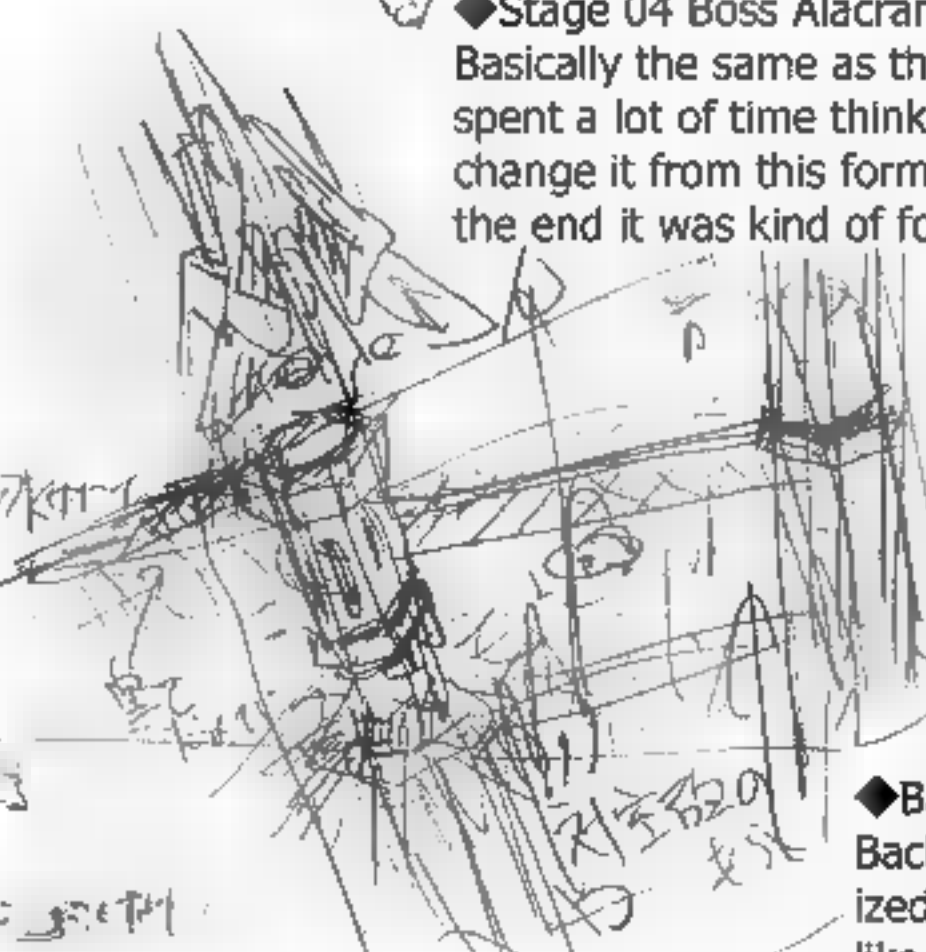
◆ Stage 05 Boss ALLTYNEX

The basic form was mostly unchanged from the original game. The biggest questions were how to handle the pipes around ■ and the ground. In the early stages the upper part would spin independently but in the game itself, the whole thing spins.



◆ Stage 03 Boss Ajattara

A rough sketch of the stage 03 boss. The idea of the upper part splitting off is the same as the original game but the base has been significantly changed. In the sketch stage, the main gun was too big.



◆ Stage 04 Boss Alacran

Basically the same as the original game. We spent a lot of time thinking about how to change it from this form to a scorpion, and in the end it was kind of forced.

◆ Stage 02 Boss Adoni

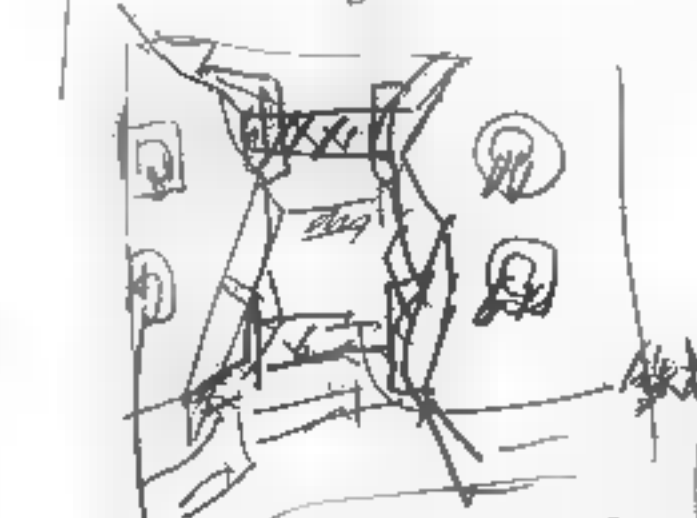
The original version looked like it was holding ■ shield on the left and right side, so we wanted to keep that idea. In the early drafts, it was bonier and had ■ tail.

◆ Background Object from Early Stage 04
Background objects that needed to be finalized before being modeled were sketched out like this. For some reason, there's an enemy drawing in the upper left too.



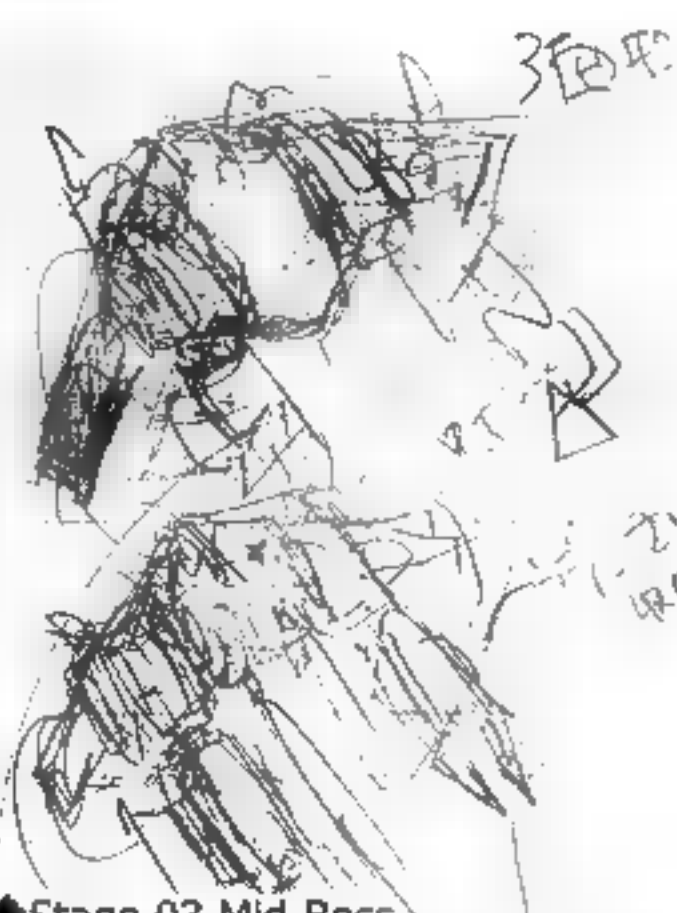
◆ Stage 02 Background Object, Zoldyazant Base

This is a major background object so we started with a rough sketch. It ended up pretty close to this.



◆ Scrapped Idea for Stage 01

In an early demo, the ground would be visible for part of stage 01. This is a rough sketch of that area. In the end we scrapped it and remade stage 01.



◆ Stage 03 Mid-Boss

We knew that we wanted the post-transformation form to look like it did in the original game, so this picture was to decide what it would look like before it transformed, and how it would transform.

Developer Postscripts

A developer postscript by Jirurun.

◆Jirurun's Developer Postscript

Hi, I'm SITER SKAIN's representative, Jirurun.

Ysuer and I will both be taking some pages here at the end of this guide to write a developer postscript about whatever topics we find interesting. At first, we were going to do this as a written conversation between the two of us, but we didn't think it would work with just the two of us, so we decided to do it this way instead. We'll both be writing on whatever topics come to mind, with no particular goal in mind. If you've got nothing much else to do, you might find them interesting.

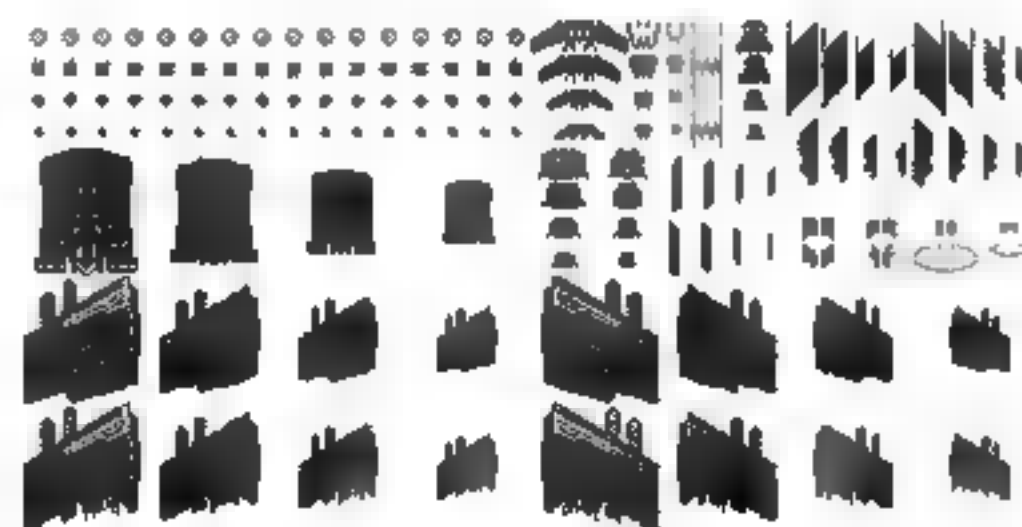
◆KAMUI (Delphi2 Version)

I think work on KAMUI started in January of 1997. The original KAMUI was written in a language called Delphi2. We didn't have much information on how DirectX worked, so we used solely the Win32 API. Reflection, which we were working on at the same time, was made with the same technology. The basic resolution was 640x480, while in-game 2D images were drawn at a resolution of 320x240. This was a common resolution for graphics at the time. As for why the images weren't 640x480, we had planned to use a 640x480 mesh to provide transparency effects. At this point the hardware wasn't advanced to allow for zoom effects, so to create the high and low altitude system we drew four versions of everything and changed them out as altitude changed.

Also, the full version had stage 01's background almost completely changed two months before it went gold, but in this version stage 01 was almost complete.

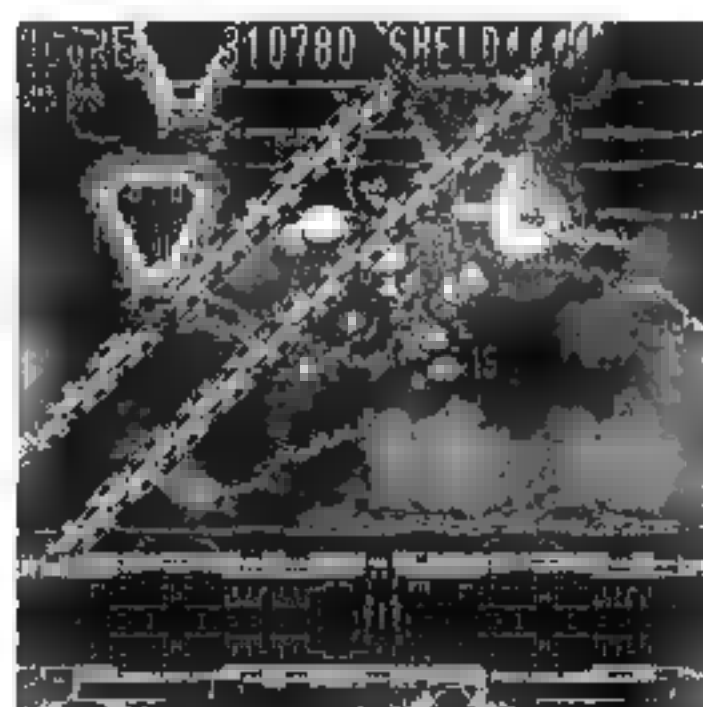


▲Kamui, Delphi 2 Version. Stage 01 is almost complete.



▲Image data from the Delphi2 version.
There are four images, one for each height.

◆KAMUI (C++ Builder Version)



▲Early version with high base resolution.



▲Stage 2 prototype. Looks sort of like ruins.

We were making KAMUI in Delphi2, but just when we were thinking that we'd rather write it in a C language, we learned that a program called C++ builder, what you might call a C++ version of Delphi, was going to come out in spring. Also, moving to a C language would give us access to WinGL, which was an exceedingly fast library for graphics, including zooms. So we got a copy of C++ Builder that came with a magazine and began porting KAMUI.

The Delphi2 version of did both its drawing and internal processing at a speed of 30 frames per second, but when we moved to using C++ builder and WinGL it was rewritten to work at 60. To be honest, none of it took that much time.

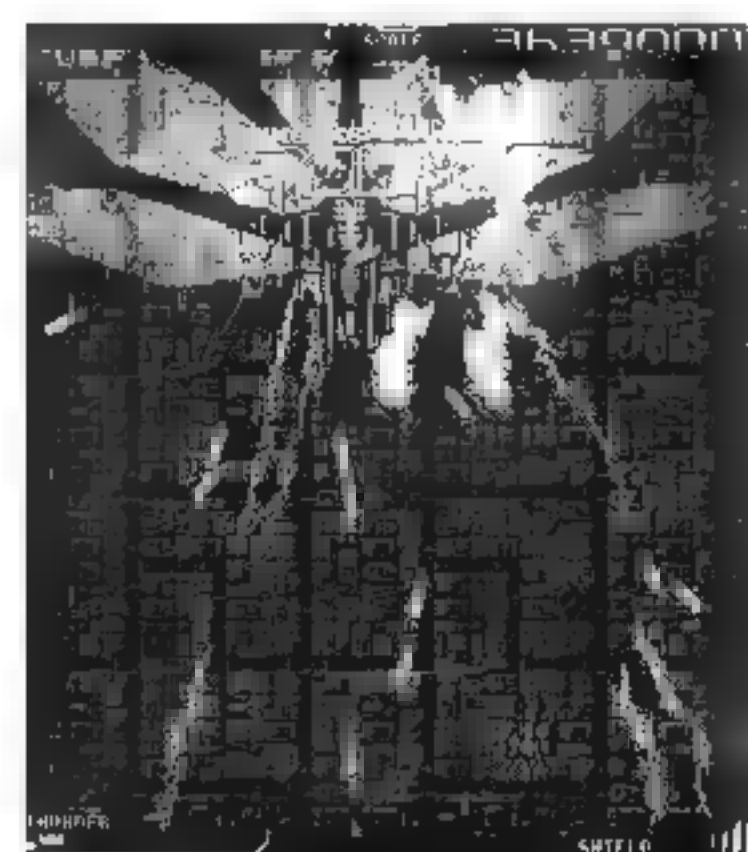
Anyway, even with the WinGL library rendering images at 640x480 was pretty slow. At the time we were developing on a Pentium 166 Mhz, and a few too many objects onscreen would mean that it couldn't keep up 60 frames per second. A bit of work showed that it would look better if we chose to maintain the frame rate even at the cost of dropping the resolution, so we rewrote the internal resolution to work at 320x240 (The actual canvas was 240x240) and changed it so the entire screen was drawn during the primary transfer phase. This means that it could run well on even low-end PCs, but later we learned that WinGL's transparency effects could handle full-screen drawing at less than 256 colors, so we started making a lot of things transparent. This meant that in the end, the Pentium 166Mhz couldn't keep up 60fps, though.

The stages we were working on this time were similar to the final version in concept, but the graphics are totally different. Stage 2 was more of an ancient ruin, for example.

By the way, the demo was compiled on C++ Builder, but the full version was compiled in VC6.0.

◆KAMUI (Full Version)

In December '99, after 3 years of development, we finally finished the game. Comic Market 57 was my first time selling a game at a Comic Market, and it had been delayed so many times I wanted to finish it and have it ready to go no matter what. A lot of features had to go in order for us to make the deadline. The biggest disappointment for me was the scene where the last boss appears. It's introduced as the "Orbital Mechanized Temple", but onscreen there's just the boss, and no temple to be found anywhere. There was supposed to be a scene where the temple collapsed, and the fragments fell down to Earth and revealed the last boss, but we didn't have time to make the graphics required for the scene so we cut it. For this reason, at least in my mind, at the end of KAMUI, the Mechanized Temple is destroyed. Also, the paths in Stage 05 were supposed to be more labyrinth-like, but we didn't have time for that either. The only time we had anything similar to that is the hole that leads to the boss. The boss of Stage 05 was also supposed to have more bosses for you to fight, but we ended up with just the two. Also, the last half of stage there was supposed to be a train which would launch enemies at you, but we didn't have time and just put in the foes we already had. I think there were a bunch of others, but these are the main things that I remember we cut. KAMUI #0, which was popular enough that in a sense it became the star of the whole series, was originally intended to be a rival to the player that would appear much more often. In the end, it became the boss of Stage 04, but during development, the mid-boss of stage 04 was extremely strong. Between the appearance of the mass-produced KAMUI and the energy wings, some members of our circle thought it was the last boss. As tough as it is, the version in the final is much, much weaker than it used to be. PCs are a lot more powerful now than they used to be when we finished the game. For this reason, it looks a little lacking. To make it a little better, we added a (very small) vertical mode, and increased the resolution on the font displays, and a few other things like that. I'd actually like to make a full color version in Direct3D, but I've never had the time.



▲KAMUI #0, the most well-known boss of the game.

◆KAMUI (Music)

We settled on a plan for the BGM of KAMUI around the time we abandoned the Delphi2 version. It was supposed to consist mostly of a pipe organ, a chorus, and strings. In the end, though it was mostly rock, which may seem odd. But if you listen to it, I think you'll see what we were getting at. The tracks are typical for a shooter, but have a slight mystical (Though the idea of "mystical" that I have is admittedly vague) aura to them. We used a different instrument for each scene so it became slightly different than what we'd planned. We used a Roland SC-88 VL. You can get some good sounds out of it if you put a lot of time in it, but the fundamentals are weak so it definitely sounds like MIDI. Our music writing skills are pretty weak, but I was rather proud of the finished product. I had hoped for the player to be able to hear the songs exactly as I had written them, but in those days playing compressed music files at real time, which is the way we do it today, was simply unheard of. That said, uncompressed WAV files would take up too much space, so we chose to provide the music in MIDI and CD-DA format. To be honest, though I don't think many people really enjoyed the CD-DA format. The latest version of the game supports sound playback with Ogg Vorbis.

◆Reflection (Music)

Just about the time work on the Delphi2 version of KAMUI began, Ysuer started to work on Reflection. In the beginning the music for the stage 01 boss of KAMUI was used as a placeholder for his game's boss BGM, and an improved version was used for Scorpio, the Stage 02 boss of Reflection. And so I ended up handling all the BGM for Reflection except the end theme. The bosses were given a hard rock theme. Stage 01 had a rock style to it, but stage 02 and especially stage 03 were more orchestral. Except for stage 01, none of the music in this game has a main melody, does it? Ysuer pointed this out when we were reworking the music for Reflex, and so I changed that. The whole soundtrack uses a lot of orchestral hits. At the time, this was something I did a lot. The first attempt at the stage 01 music was just so horrible that I completely redid it. Oh, and the BGM for Cancer, the true last boss. For this one I took a lot of songs that Ysuer had done that were scrapped, took the parts we could use out of them and mixed them together. I think at first, Ysuer was planning on doing some of the BGM himself.

We used the SC-88VL as a synthesizer. My friend Qulinu did the music for the ending, and he did it on an SC-55. These were actually finished much earlier than most of the KAMUI music, except maybe for stage 01's.

The BGM for KAMUI and Reflection is included on the second disc of the Reflex soundtrack.

◆RefleX (Graphics)

Ysuer did most of the programming for RefleX. I mostly handled the graphics and sound, and so that's what I'll focus on here. I'll talk about the music in a minute.

The first demo for this game came out at the 1999 Winter Comic Market. In other words, around the same time KAMUI was completed. At this point stage 01 was more or less finished, which means we started really working on it about six months before. And then we finished it in summer of 2008. I honestly have no idea what we were doing that made it take so long.

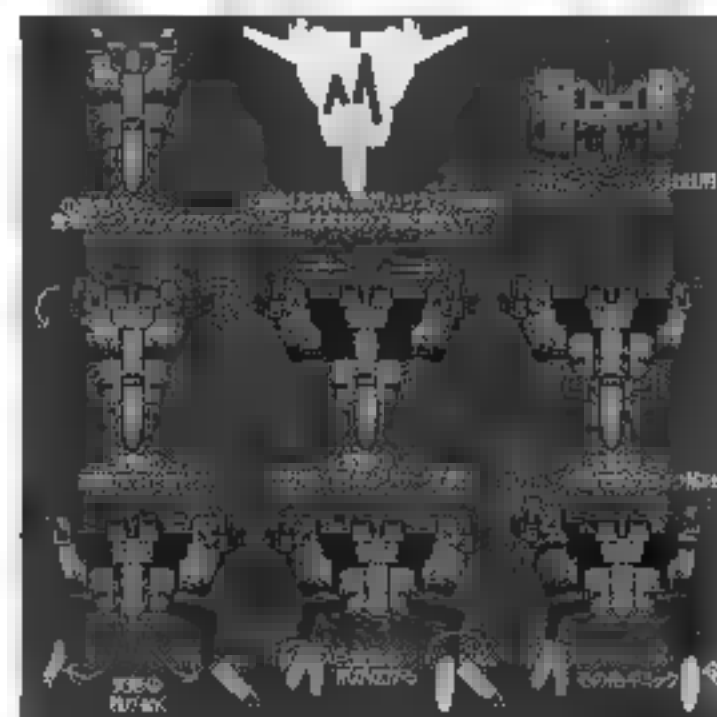
The way we did it was that Ysuer would provide rough sketches of the ships and instructions on how they would attack, and I would use them to make the 2D graphics. This is a very unusual way of working for SITER SKAIN. We did this for stages 1 and 2, but around this time it stopped working and around stage 3 he started just giving me the concepts and I would handle the design.

When I saw how RefleX was turning out, I started thinking I should probably quit programming and focus on graphics and music. Even a single enemy graphic has far more colors than in KAMUI, and even the non-boss enemies turn and move around a lot more than in KAMUI. There are a lot of patterns I drew but we didn't end up using, too.

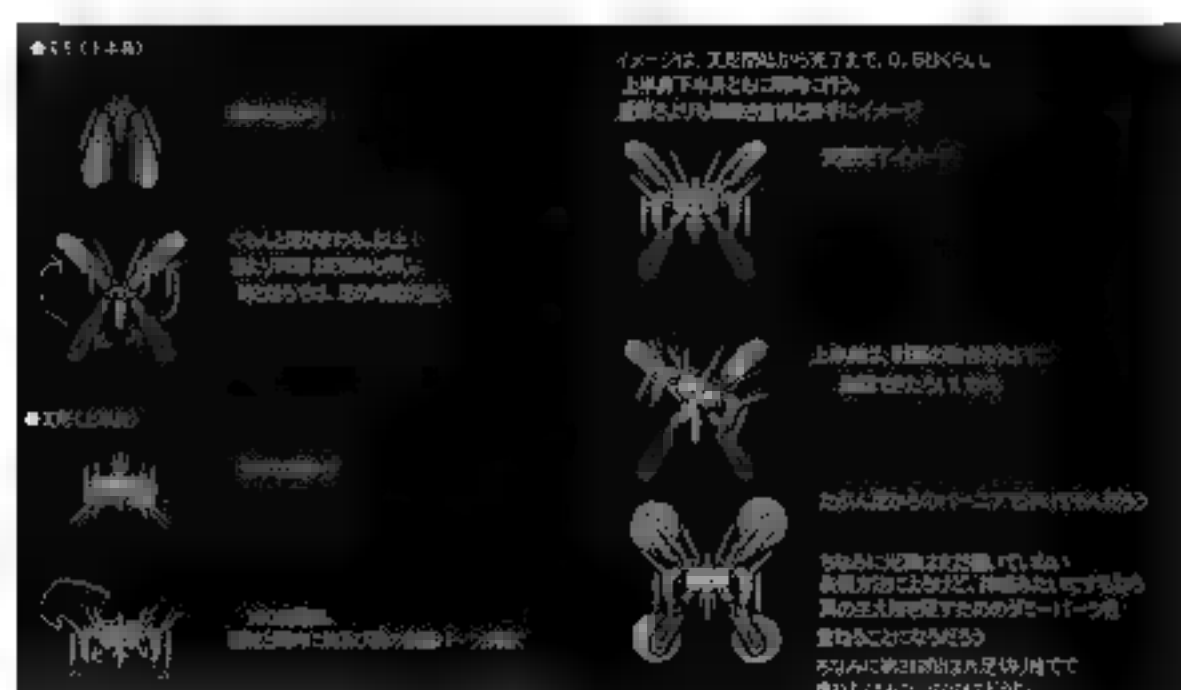
We settled on the concept for the stage 04 boss during meetings, but the transformation gimmick was something I came up with on my own. I would make images explaining how it worked and give them to Ysuer. From the timestamp on this image, I see I drew it in September 2001. Since it first saw the light of day in August of 2008, that means it was sleeping for 7 years.

So development took a long time, but honestly I think it took too long. When we were almost done, we made a lot of images for the ending, etc. but Ysuer's game image data shows me we were done up to the last boss by midway through 2005. The Raiwat Virgo's transformation gimmick was done by about March of that year, too.

But after that, Ysuer decided he didn't want to show anything until we were done, so the stage 06 only demo we distributed at Winter Comic Market 67 in 2004 was the last time we showed anything new. The next time we showed anything from the game was at Comic Market 74 in summer 2008. Shortly into 2008 we finally finished the game, and we finished the graphics for the opening and ending and the package in a quick last spurt. You have to get those things done fast, while you're still fired up about them.



▲Documents describing Cancer's transformation



▲ZODIAC weapon transformation documents

◆RefleX (BGM)

The RefleX music was more popular than I had expected, and to be honest it was hard work.

I think I started working on the music for RefleX right after KAMUI was done. At the time, I was using the SC-88VL that I had used for KAMUI. By the way, the boss music for the first demo was a version of the Reflection Stage 01 boss theme that Ysuer remixed.

The game is essentially a remake of Reflection, so I decided to remix the music for that game. Ysuer told me how he wanted the music for some of the scenes to be, but some of them didn't end up quite the way he'd asked.

The music went well at first, but eventually I decided to purchase a Yamaha MU2000 to make them sound better. But the Roland and Yamaha products sound very different, so the music sounded different too. I spent six months trying to get it to work, but the older music was more my style so I sold the MU2000 and bought a used Roland SC-D70.

Once I changed to the SC-D70, I started using heavy distortion effects on the guitar. Then Ysuer said that this made a crackling sound on his laptop speakers. I tried adjusting it, but I couldn't get the effect the way I wanted it so I ended up removing the distortions altogether.

And so while I was at it, I ended up redoing the entire stage 1 and stage 2 themes, since these were so heavy on guitar. At the time, I was in a bit of a music writing slump, and nothing I wrote sounded any good to me. I ended up with a mountain of unused, junk songs.

After a lot of thought, I decided to make some kind of recurring motif that I would use again and again in RefleX. I also changed the drums so they didn't sound so electronic all the time. That's how the stage 1 music ended up changed between the demo and the full version.

The game took a long time to make, but the long development time meant that there are places I got to spend a lot of time on. In stage 3, for example, the music loops twice as you head through the enemy fleet, and then changes as you fight Gemini, and then again as you fight Sagittarius. In this case the music wasn't adjusted to match the game, the game tempo was adjusted to match the music. Another thing that's unusual is that there are two game over themes, since the game is so different after stage 04.

◆ ALLTYNEX Second

ALLTYNEX Second (AS) was completed for Comic Market 78 in 2010. Reflex took nine years, so I'm sure people were stunned when we got the next one done in only two. However, just the main game took five years to make.

It wasn't long after KAMUI was finished that we started doing the groundwork for our next game. Around July 2000, we had a test program working in DirectX 7. At this point we were mostly planning to make a library for creating a 3D game, but we rewrote it for DirectX and then made it DirectX 9 compatible. This program would later become AS.

AS was first announced at Comic Market 68 in Summer of 2005 as Prototype AS. To be honest though we had no intention of displaying it at this early stage. The original idea was to slowly roll it out after Reflex was finished. But with Reflex falling so far behind, we quickly threw together something to show. Afterwards we continued to have demos for AS at Comic Market. 2008 had no demo, just Reflex and its soundtrack. So you can see it was known to the public for five years, but if you include the total time since we started it was even longer.

Our idea with the game was to remake the FM TOWNS version of ALLTYNEX (A1) in 3D. We'd thought of making something else, but since it was our first 3D game our major goal was to get it completed. With so much of it based on the original game, adding new ideas (Like living creatures or a constellation motif) was difficult, so we couldn't change too much.

As for the story, the game title comes from the fact that ALLTYNEX Second is the name the Senate gives the ALLTYNEX computer. In other words, the ALLTYNEX in A1 and the one in AS are completely separate things. In my mind, one of the "missing" ALLTYNEX described in the ending is the one in A1, and it exists in a parallel world. In the world of A1, there is no Ophiuchus, so it has no connection with the world of Reflex.

There are a lot of things I wanted to include in this game but didn't get the chance to. The biggest one is a system where you would have a rival and you would both fire a beam, and you would have to smash buttons like in Samurai Spirits to break through and damage them. But since there was no room in the story for an enemy like that, and since your own craft has ■ human pilot, and since the motion data was input manually as opposed to using a tool, I had to

I had also hoped to include a replay feature like you find in racing games, but there were too many problems with that. In a normal shooting game, you can focus your attention on the objects that are going to be onscreen during the game, but since being able to look at a replay from multiple camera angles means I had to put things outside the normal screen, during gameplay the screen began to look a little empty. During the game, we try not to move the camera around too much so it doesn't look the player is flying off in a weird direction.

I'd wanted to have ■ replay function like this for a long time, but I doubt I'll be doing it for a while. If I do, it will be when I'm more talented and can keep the screen from looking empty and dull even with ■ moving camera.

Reflex finished while we were working on this, and its graphics and effects were so well received that we weren't sure what to do. The story of this game was basically decided from the start, and there was no room for flashy special effects. This was supposed to be out the size of an arcade shooter, so I was very worried that people would expect the number of stages that Reflex had and be disappointed.



▲ This is from when we were writing the library in DirectX7



▲ The FM TOWNS version of ALLTYNEX.

◆ ALLTYNEX Second Original Soundtrack

Once the game's done, the next thing you do is the soundtrack, right? So that was the next thing to do after AS. And since we were making one, we figured we may as well put the A1 songs on it as well. If it couldn't fit on one CD, we thought we'd pass on that, but it did.

Like with Reflex, we didn't just take the songs directly from the games, we rerecorded them and adjusted the volume. We also made some changes to some of the songs. For this one, the biggest change was the guitar track for the stage 4 boss.

The biggest issue when recording was the A1 songs. We ended up directly recording them from my FM TOWNS computer, but the hard drive and mouse were broken. So I got an MSX compatible mouse off of Yahoo Auctions and used that. The broken hard drive wasn't a big deal, because the FM TOWNS lets you boot the OS from a CD, and so the only problem was sitting around while we pulled data off the slow floppy disk where the songs were recorded.

After finally getting the A1 songs, they were awful. Not that that's anything new. I think I could've done ■ better job on all of them.

I'm a big fan of this soundtrack, but it sold way less than the Reflex soundtrack. Maybe because the game has much less drama than KAMUI and Reflex? It's a bit of a shame.

Developer Postscript

A developer postscript by Ysuer.

◆Yseur's Developer Postscript

I've written some small notes on the development process that you might find interesting.

◆Reflection

■Early Development

The idea I had in mind when I started development was to give the player some way of defending besides dodging. At the time, getting a high FPS out of the windows GDI interface and my own limited skills was hard enough, and I figured that filling the screen with bullets was out of the question. But I thought that maybe if the player had a shield they could deploy instantly, they might be able to get through unexpected or rough spots. I also hoped that by giving the player a method of defending themselves I could show more powerful enemy attacks. At the time, most other shooters made the player hitbox very small, so this was a different approach.

■How the shield affected game difficulty

It was important to me that the shield recover quickly so that you could almost always have it when you needed it. The reflection system had made the game even more about memorization, so I wanted to give it something that would result in a different experience every time. When you think you're in trouble, hit the shield button! Like that. And it was also important that the player be able to clear almost any area without the shield. That's the big thing that changes when you pick a higher difficulty: the shield depletes faster.

■Coming up with the reflection mechanic

At first there was no reflection in the game, but changing enemy shots into your own turned out to be a lot of fun. But having them bounce back at an odd angle made them kind of hard to use...

So I had two choices.

- 1) Have them move like they did before they were reflected.
- 2) Have them turn into homing bullets when reflected.

For better or for worse, making the former choice is what defined Reflection as a game.

■Making the stages

I chose a story that center around going into space for these reasons: The first stage is the most memorable, and I wanted to give it a flashy background, and later on I'd probably get tired of making backgrounds (You can make a space background by dotting some stars on a black field.) I was influenced by Rayforce and KAMUI, both of which are stories about coming down from space, and so I decided to do the reverse.

■Cancer, the Hidden Last Boss

When I finished stage 03, I saw Dodonpachi and decided I wanted to try something like that too. That was the birth of Cancer. At the earlier stages it was supposed to be Libra, but I realized that it looked more like a crab so it became Cancer instead.

◆Early development of Reflex

■From Reflection to Reflex

The plan was to make a DirectX port of Reflection called ReflectionX, and then use its system to make a sequel called Reflection2, but the next thing I knew the two of them had become one giant project called Reflex. Reflection2, which was never made, would've had a different story.

Professor Dennis and Theta survive, and the hero is Theta in a shield-equipped Serpent.

The main enemy is the Gehenna Church, and you're attacked by the ZODIACS and have to run away.

The lost Ophiuchus meets Theta...

So, very different to Reflex!

■My goals in the remake process

I wanted to add more in-game effects, like the ship crashing at the beginning, to see how much of a story I could give a game with no dialog. The goal was to make something similar to a silent movie. I also wanted to make it so you could enjoy it without the story, and also to allow for many interpretations of specific parts.

■Building around the Shield

Reflection was designed to be beatable without the shield, but Reflex was designed around the shield from the start. I wanted to be able to have onscreen effects, fights, and ways of winning that were only possible with the shield.

■The Missing Virgo Mode

I was planning on making a bonus version of level 01 where you piloted the Virgo against the Valkyness army, but Gradius Neo Imperial beat me to it, and I found that I couldn't make it fun, so I scrapped it.

◆Area 01

■Area 1 Concept

The idea for Area 1 was to give the player a place to practice the shield. It was supposed to be wide open and easy. The boss's bomb attacks, which will kill a player who isn't expecting them, are supposed to train you to hit the shield button whenever something unexpected occurs. I'm not sure whether it worked as intended...

■Pisces

When I was making stage 1, high-end graphics cards were still rare, so I handled the transparency effects and such myself, but I could only do software-based compositing on small areas of the screen at a time. Right now the scene where the Pisces dives through the clouds is done by blending its graphics with the cloud plane, but during development I made a post-dive version of its graphic and covered the transition with particle effects.

■Rainy Town

Reflection was sometimes so bright you couldn't see the shots, so I decided to darken the screen by making it rain. Given the player's speed, the rain is at a really weird angle, but I think it gives both ■ 3D feeling and ■ feeling that the player is moving forward. Also, in Reflection shots that could be reflected were orange, but I changed them to blue here. I think it was because this would make them easier to see when things were exploding everywhere.

■The Lightning Effect

The lightning that sometimes lights up the screen was originally a bug with the shield. I'd put in the wrong value for the shield when it expanded, and it ended up covering the whole screen. The blue screen looked kind of like lightning to me, so I said, "OK! Let's put it in as a lightning bolt effect!"

■The Encounter with the Virgo

In Reflection the Virgo does ■ flyby over the town. The reason this is gone in Reflex is because it appears from the background after the warning message appears. Instead I put some Valkyness battleships in.

■The Virgo's Direction Change

The scene in Reflection where you're flying backwards bugged me, so I took the direction change from the Scorpio fight and moved it to Virgo. The Virgo changes direction and so does the scrolling. Of course, this means the player ship is flying backwards.

■The Area 1 Boss Background

The flashy Boss attacks mean that you can go easy on the backgrounds in the last half of the game, but in the first half of the game that's harder to get away with. I didn't want to do the typical background loop before a boss fight, so the Pisces dives through the clouds, and the Virgo has its scroll change.

◆Area 02

■Area 02 Concept

The concept for the first half of Area 02 was the main attack. You can have ■ shooting game without shooting! I wanted to give the player a chance to rip apart the enemy with their guns, or use the Reflector to get a shot multiplier and go for a high score. But since there isn't much reflection happening, it might feel a little plain. In the latter half, it's centered on reflecting homing lasers, like in the original. This worked well in Reflection, so it's copied here.

■Taurus

The tank coming up the elevator is very similar to Rayforce 6. I wanted to see how much of a 3D effect I could get without using any 3D models, so everything is entirely raster graphics. I'm not very good with tank movement patterns. The plan was to use the lift, to let it move around more, but that didn't end up happening. Along with the rather boring first half of the area, it's one of the least popular parts of the game.

■Splitting Between Parts A and B

I got the idea of using a boss to split a single area into multiple parts from Radiant Silvergun. I didn't want the Pisces and Taurus to just be simple mid-bosses. It didn't give the feeling of differentiation I wanted, so it was only used in Areas 1 and 2.

■Graphics Cards

Right now, we have two major brands, ATI and NVIDIA. But during the time I was working on Reflex, there were any number of companies warring for market shares. The RAGE, the board that later became RADEON, the TNT that was the precursor to the GeForce... The G200, the Savage, the Voodoo, etc.

And since these were the early days of 3D graphics, basic functionality common to every card today was missing from some of these. Different texture sizes, color keys, blend factors... I'm so grateful to all the people who helped me test these, and who lent me graphics cards.

■Scorpio

Just like in Reflection, the background moves as the Scorpio fires its Vernier thrusters along the Y- and Z-axis. This is an improved version of the one from Reflection, and I think it's been every bit as popular.

◆Area 03

■Area 03 Concept

Since the stage itself is supposed to be Sagittarius, the fight to the boss is hard. I also made it long, to give a sense of the fleet's overwhelming size. To keep the long stage from getting boring, I tried to have a variety of enemies that would show up in different patterns. To compensate, I made the bridge weak and vulnerable. It doesn't make sense for a ship's bridge to have a lot of firepower, and I figured that if a ship that size lets something reach its bridge, it's already lost.

■The First Demo of Area 03

I made it like Reflection, and it gave birth to something really boring! So I rewrote the whole level from scratch twice.

■Area 03 Remake Number 1

I remade it like a 2D version of the Raystorm fleet battle. I'd line up a lot of battleships and you'd fly through them. First, I needed a big overhaul of the base system. I decided to drop support for the Voodoo2 because it "couldn't handle" the different parts of the big battleship. It couldn't handle the 256 x 256 pixel parts of the Sagittarius!

■Area 03 Remake Number 2

I decided the route you'd follow by a very simple method. I made a craft that could control the scrolling, and then took replay data. I marked the places I wanted to pass through ahead of time, and then controlled the ship to fly through all of them. All that remained for the background was to have it follow the replay data I took.

■How Enemies Were Handled

The way enemies were treated changed from Area 01 (2D display) to Area 02 (single-object 3D display), and from Area 03 onward (multi-jointed objects are also treated as 3D), so there were three different ways to handle the same thing. Rewriting it would've been a pain, so I just let them all mix together.

I'd gotten to the point where rewriting from scratch wasn't an option, so I just went with it.

■Gemini

A pair of units, one of which specializes in attacking and one in defense. The most notable part is that you have to target an enemy who can't be hurt with your normal attack with reflected shots. It didn't work out the way I wanted because aiming the reflected laser is very difficult. Like many people have suspected, during development I called them the Mercurius and Vayeate.

◆Area 04

■Area 04 Concept

I moved up the hidden boss fight from Reflection to Area 04. I didn't want to bring it in exactly as it was, so I picked the parts I particularly liked.

■Cancer

The first part of the fight recreates the warp attacks of the original, while the second part focuses on bullets and pincers. I removed the Reflector Shield parts of the fight, and moved the part with the defensive shield to Gemini. The transformation that Jirurun came up with was really crazy, and it was fun to watch all the parts change, but with the way the attack patterns worked, we couldn't have it happen more than once.

■Starting Late

I hadn't decided how to transition to Area 05 and how to move to the demo, so it was only late in development that I did the latter half of the Cancer fight. There was supposed to be more happening, but everything I came up with was either too slow or not that interesting, so I just dropped it. I think it works as it is.

◆Area 05

■Area 05 Concept

Area 05 is the opposite of Area 02, and the player's job is to carefully select one of many ways to reflect the enemy's shots. Energy management is the key here. For this reason, I think the difficulty is very high until you're used to it, as you'll quickly run out of energy and die. This is right when the enemy you're fighting changes, so I think the difficulty helps the story.

■Area 05 Normal Enemies

The temporary enemy placement I'd done for the Comic Market demo worked out pretty well, so I barely changed a thing. It was also much simpler than Area03, the one I'd been working on previously, so it was felt very easy. I actually had everything put together in a single week. If I'd kept up that speed, we would've finished a lot sooner..

■The Enropi Knights

An RPG-style parade of mini-bosses. I asked Jirurun to make the music sound like an RPG boss theme. Each of the seven enemies has slightly different weapons, so the way their attacks combine changes. Since memorizing these attack patterns is a big part of the fight, I chose to give them simple movement patterns where they just rotated around the center. As an aside, "Enropi" is a word I made up. The original source is a bit of an embarrassing story, so I'm not telling it.

■Into the Atmosphere

This was intended as a penalty where, if you fail to defeat them quickly, it gets harder to see. Initially, there was going to be a countdown, and if you couldn't defeat them before it hit zero, it was game over. But since your craft is capable of atmospheric entry, it seemed odd to have it explode like that. (Instead, that idea was moved to the Omega Javelin.) Like the warp, it's a hard stage to see things in, but I think it works, because the shield means you don't have to worry about dodging every shot.

■The Homing Missile Threat

Jirurun asked about making the guided missiles more powerful. They're not very tough, or even very guided, for that matter. And the player craft's guns protect its front very well.

The reason is that, in this game, the missiles are not actually intended to defeat the player; they are meant to force players to use the shields. As a result, they're actually pretty difficult until you get used to them.

◆Area 06

■Area 06 Concept

The toughest stuff the Phoenix can handle. This leads into the last part of the game.

■That One Normal Enemy in Area 06

I saw Ikaruga, and I said, "I bet it would be fun to reflect that attack," so I deliberately made it similar. I thought it was too obvious, but I asked Jirurun about it, and he said, "I didn't notice until you told me." I wasn't sure what to think about that.

■The Friendly Virgo

It was intended to be a two-on-two fight, where you fight the Scutum and the Virgo fights the ZODIAC Virgo, but given how the Scutum attacks, there wasn't room to fit anything else on the screen. What finally decided the matter was another doujin shooting game's two-on-two mechanic that was just wonderful. So it only appears in the beginning and ending. And even after letting the Virgo survive, it doesn't end up doing anything.

■Scutum

This enemy emphasizes defense. It was going to be unnamed, but by mistake, it was given the name of a constellation. There is a constellation named Scutum, which means "shield" in Latin, but both Scutum and Enropi are supposed to be unrelated to constellations. The player has to pick a good spot to reflect, amidst a rain of blue shots. It's very, very tough. And unless you keep reflecting shots at it, you won't do any damage at all. If you've got the reflection mechanic down, it's very easy, but if you don't, you're in for a very long fight. This is the fight where player skill affects duration the most. I think allowing such a difference was a mistake. I should've made the reflection points a little easier to understand.

◆Area 07

■Area 07 Concept

The awakening of the Ophiuchus and that cool attack from the ZODIAC Virgo.

■The Silence at the Start

At first, this was going to be the last stage, and Area 08 was going to be a hidden one. Everything except the lights is in monochrome, and it signifies the calm before the storm. Jirurun was heavily against the forty seconds of nothing, but I was firm on it. I was planning on adding a cut in to remind you of the ALLTYNEX era, but since we'd just started work on ALLTYNEX Second, I didn't want anything in there about the old ALLTYNEX.

■The Virgo and ZODIAC Virgo

The reason I chose the ZODIAC Virgo was that I wanted to start with a Virgo and end with one. This was a mistake, however, since there were too many Virgos running around. Not only that, the Virgo only shows up for a second before the ZODIAC kicks its butt. I feel bad for making Spica show up twice, all to accomplish nothing.

■The ZODIAC Virgo Fight

The Phoenix can't really damage it, but there's a flag you can trigger that causes the number of loops at the end of the fight to change. It's not that hard to trigger, so most people won't notice it.

■The ZODIAC Reflector Shield

The plan was for your shots to be reflected like enemy shots, but given their number and speed, that was just too crazy. So they're reflected, but they stay on your side.

■Background Effects

The last stage was noon, evening when you come back, and then a deep red, as the fated hour approaches. And finally, night. It was a low-cost effect that only involved changing the sky color, but I think it works very well. I love an evil-looking red.

■Infinite Shields

I thought having the shield gauge fill the screen was the easiest way to get the idea across!

■One Hit Deaths

I was surprised how by unpopular this was. I thought it was the logical extension of only being able to survive ■ fixed number of hits for ■ given area, but maybe it felt like all the effort spent to avoid making mistakes was wasted and your extra lives were taken. I understand now that, in this regard, I'm different than other people.

■Tractor Beam

Based off the Super Catcher Beam in *Nadia: The Secret of Blue Water*. The fragments don't look like a magnetic field because I couldn't get them right.

■Quadruple Buster Laser

A quadruple laser that covers the whole screen. This would've been a hard attack to do (in shield energy terms) without infinite shields.

■The Missiles and Purple Lasers

From what I've heard, people had a harder time with this than I expected. I assumed that the Ikaruga generation would've seen purple lasers as things you could absorb, and been able to dodge the missiles.

■Shield versus Shield

Only ■ shield can beat another shield! If you think trying to slam into the enemy without your shield up is the way to win, Mr. ZODIAC, you're wrong.

◆Monologue

■The Monologue Split, Scrapped

The plan was to have ■ split route that led to ■ hidden stage during the monologue, but we decided there was no real need to hide it, so we scrapped that. We did think of keeping it ■ secret, so you'd be surprised when you reached it, though.

■Miss Spica

We didn't want to draw ■ picture for her character, so we did a silhouette like in *Kamaitachi no Yoru*. There was a picture of her in the development diary where she looked like something out of a girl's manga, but that was an April Fool's joke. The artist was actually my mother.



▲The pictures Ysuer's mother drew for April Fool's Day.

■Effects

These actually come from Disc 2 of Xenogears. I'd planned on a rosary or a clock pendulum, but I ended up not using them.

■Monologue Text

Like something out of a melodramatic anime. But I like that.

◆Final Area

■The Silence at the Beginning

Another stage that starts in monochrome. The ZODIAC Libra's bombing run is supposed to call back to the destruction of the battleship in Area 01.

■Final Area Music

It's a remix of the KAMUI Area 01 music, and was actually intended for a scrapped stage that would've gone between KAMUI Areas 05 and 06. That was the perfect place for it, so I had Jirurun change it a little, and made good use of it in Reflex.

■KAMUI Units #7 and #8

My first problem was that while most things get stronger with later models, mass-produced models always feel kind of shoddy. At first, I was going to use KAMUIs #5 through #8, but for these reasons, and in light of the development cost, this is what we ended up with. You can reflect the KAMUI's guns, so I wanted to make them blue, but that made them blend into the background, so I went with red instead. The Lightning Blade is the one that spreads out, over a wide area, because it looks cool. I also made attacks similar to the ones the Rayforce Area 05 boss has and Return Shots with the Lightning Katana, but that made the length and difficulty insane, so I skipped them.

■Apocalypse Buster

The ZODIAC Libra's ultimate weapon. It could potentially destroy the Ophiuchus Shield, but even the Libra didn't have the energy to do that. I had a design for the effect when the Ophiuchus Shield is destroyed, but I couldn't think of any good attacks after that, and I didn't want the rules to change so many times. Another idea was to have the gauge gradually shrink, but it was hard to see, so I passed on that, too.

■Photon Blaster

The ultimate anti-ZODIAC weapon, capable of passing through shields to hit an enemy. The original idea was to have them fire from the wings when the normal guns were fired, but that was too mean, so we ended up with this.

■Ophiuchus Mode

It was too powerful, so in areas 01 through 06, attack power is halved.

◆Closing Words

Nine years, start to finish. Eleven years since the start of Reflection. I finally did it. I'm the type who doesn't like to show my work before it's done, so adding things for every bi-yearly Comic Market has been painful for me. But for all that, development was slow enough that it had to have been very annoying. I'm sorry.

PANNY DE ALICE IN "THE SECRET BOOK"

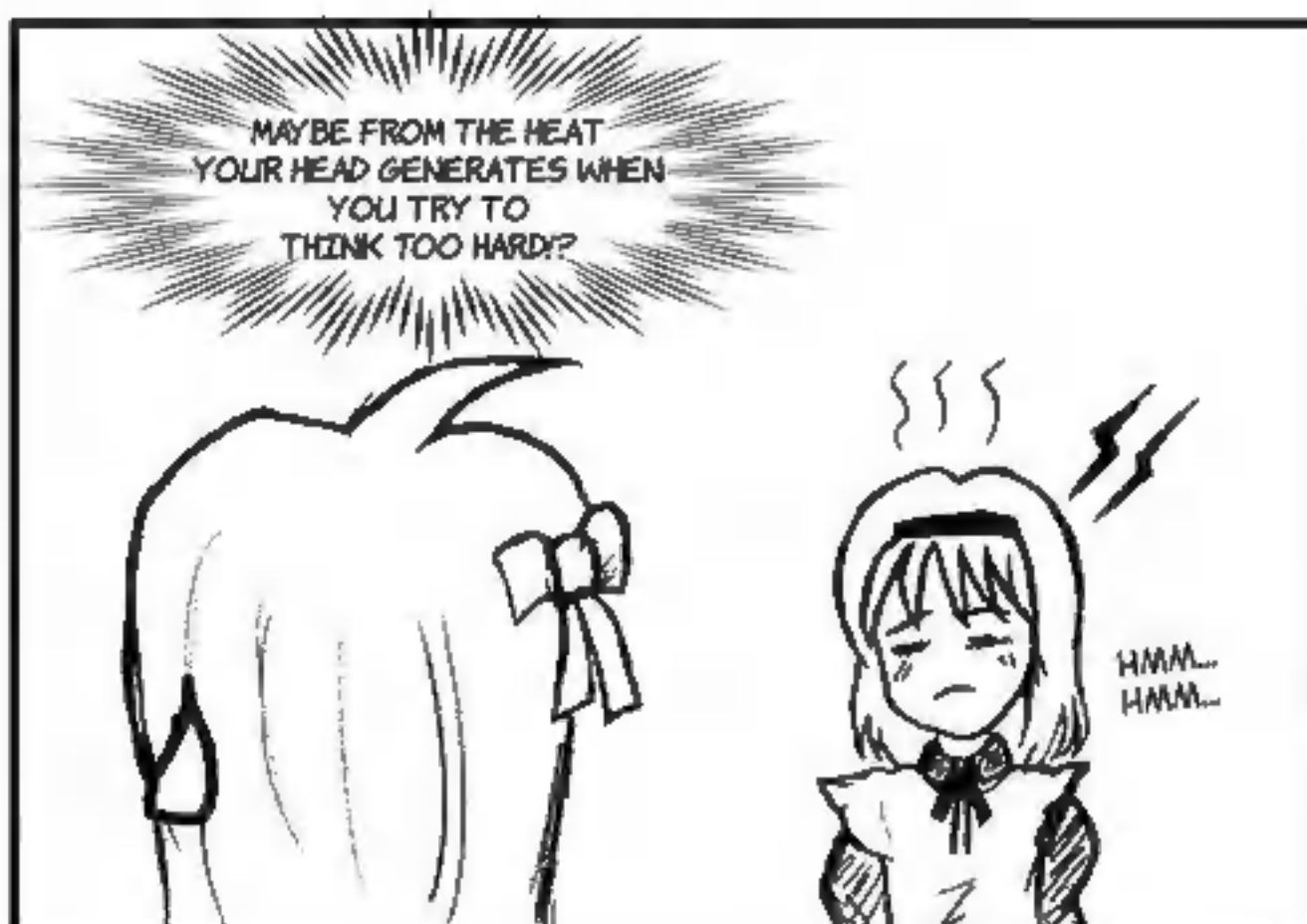
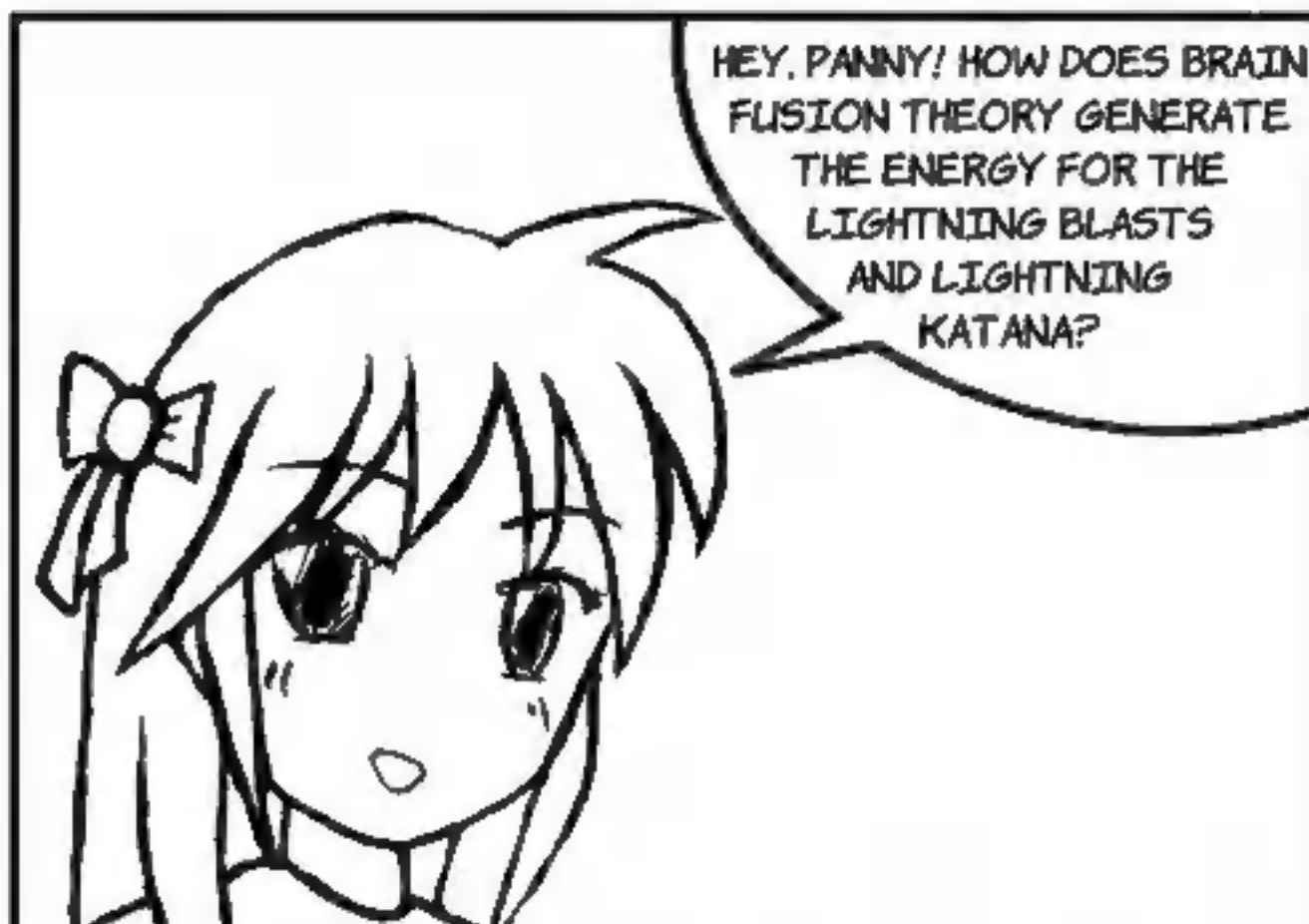
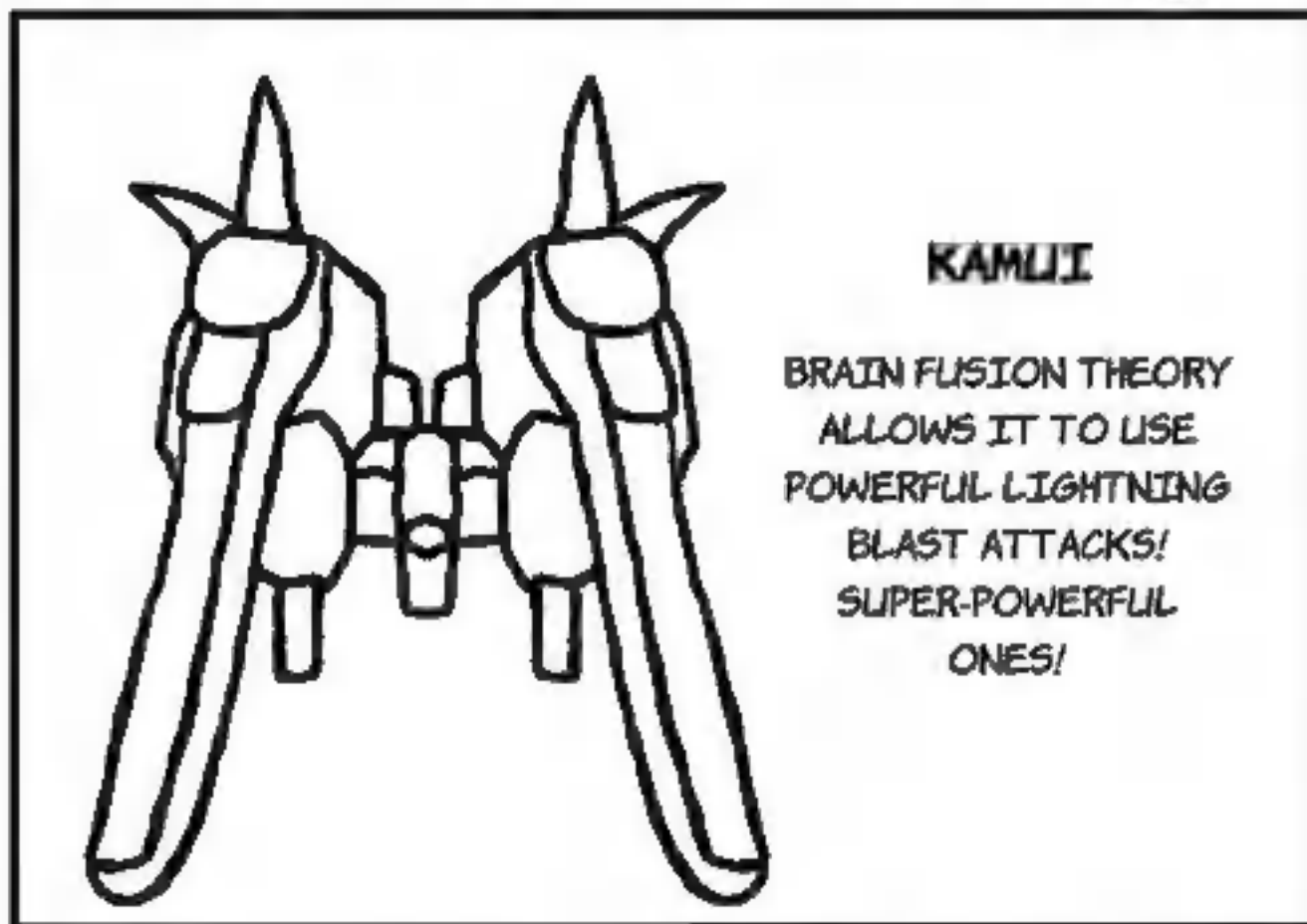
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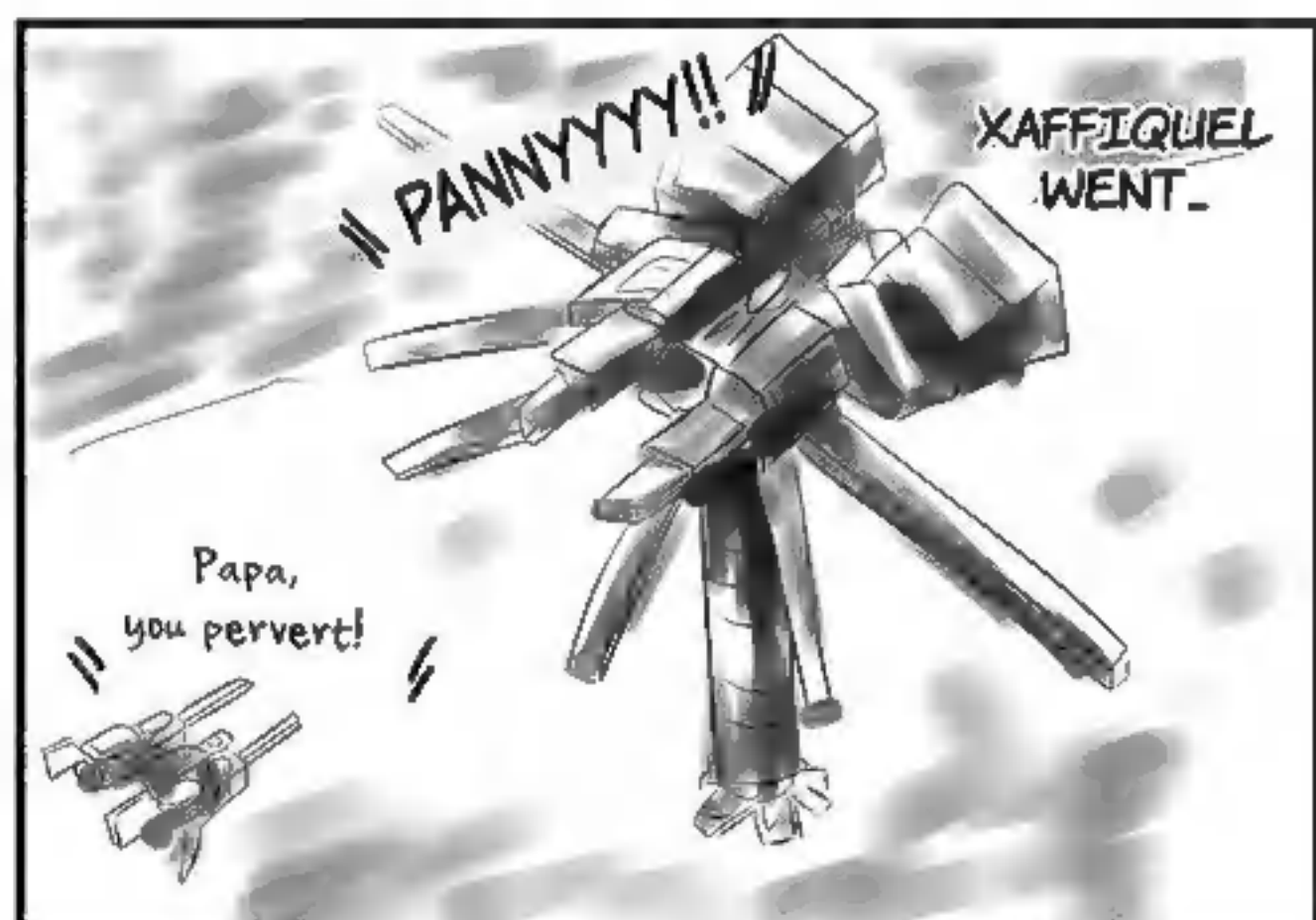
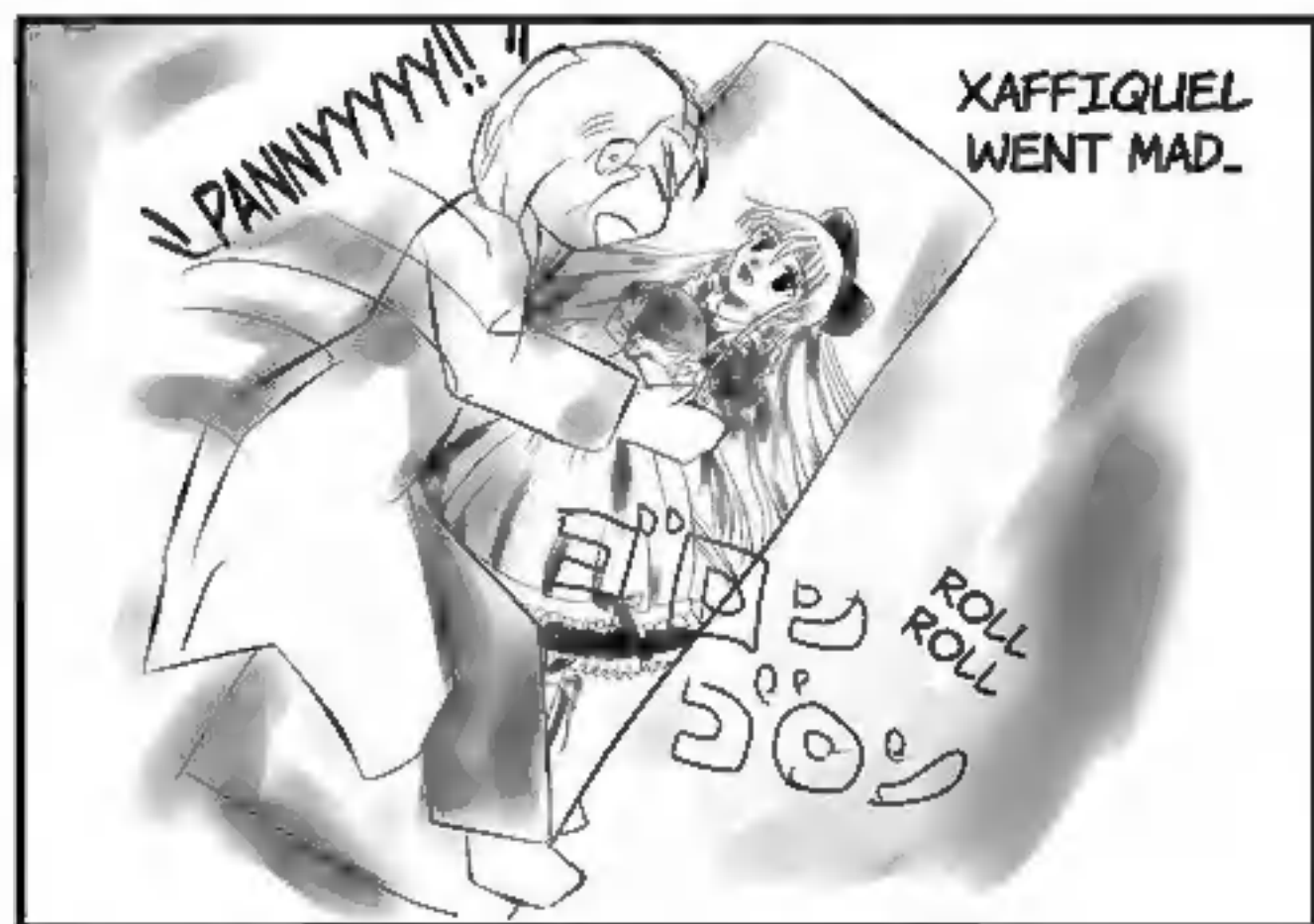
Murakami Senami



SEI HUNTS THE MYSTERIES OF KAMUI BY YSUE



XAFFIQUEL DESPAIRS BY JIRURUN



◆◆ Postscript ◆◆

We hoped you enjoyed The Tale of ALLTYNEX Official Guide Book. It was very difficult to get the stories for all three games to line up. The basic outline was decided at an early stage, but when we tried to write the details, little paradoxes and contradictions kept popping up, and it was very hard to get rid of them. In particular, ALLTYNEX Second and RefleX take place around the same time period, but their stories were written separately by Jirurun and Ysuer. We think we've handled them all, but we apologize for any contradictions that might be left.

This book emphasized the setting and story, and kept the game systems confined to a single section. We apologize to anyone who was expecting detailed stats for the normal enemies, but compiling that for all three games would be a lot of work and greatly increase the page count, so we decided against it.

Plans for this guidebook first came about with the KAMUI guide book we distributed in 2002. The KAMUI guide book was photocopied, but we hoped to someday be able to make a proper book, covering all three games. It's thanks to the fans, who have supported us this far, that we still felt like doing it, even after ten years. Thank you all so much.

We hope the next games we make have enough backstory and information to make a book like this.



◆ Colophon

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